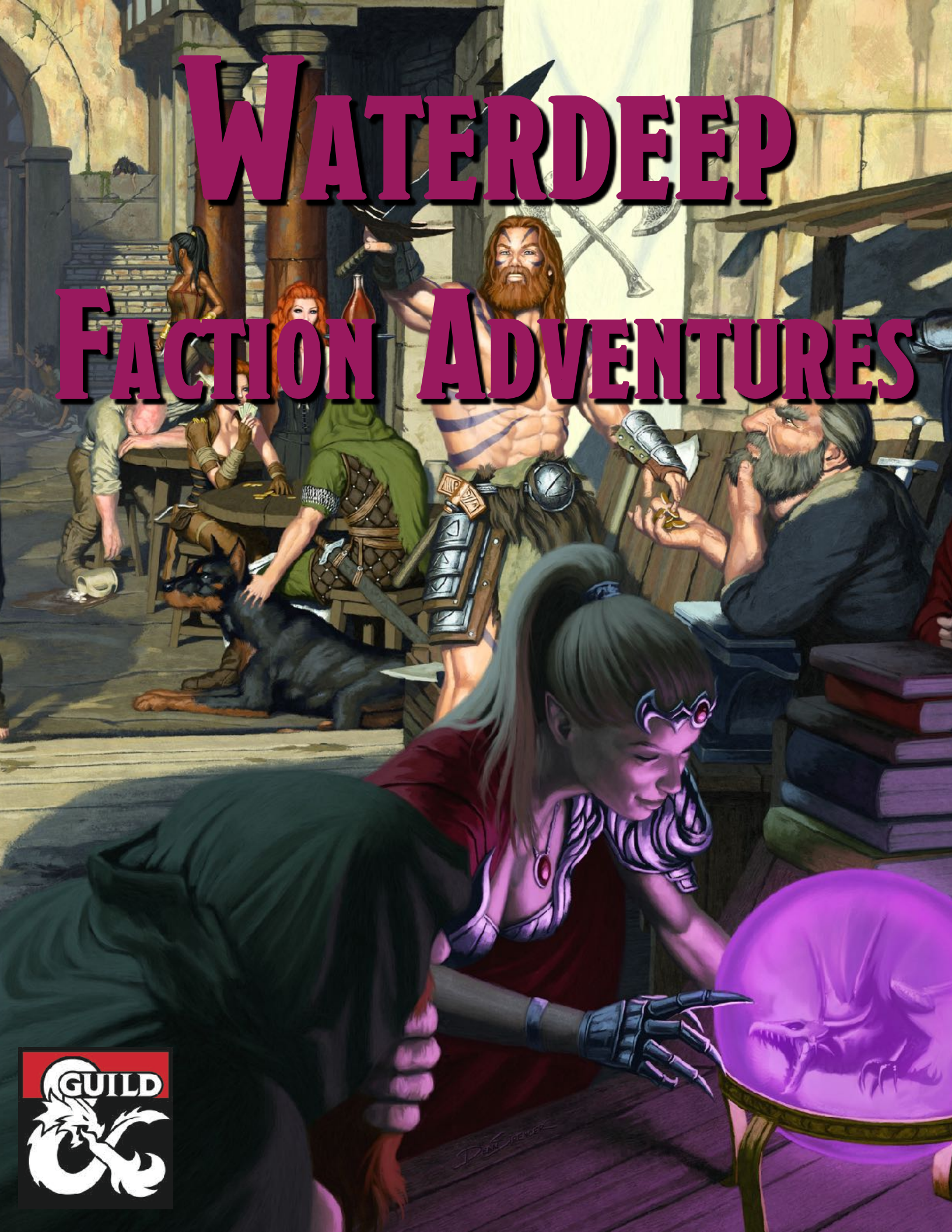


WATERDEEP FACTION ADVENTURES



WATERDEEP: FACTION ADVENTURES

CREDITS

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FOREWORD

About three years ago it was my turn to DM a campaign for my gaming group. One adventure I came up with was particularly well received. I ran it again with a different group of friends, and they also loved it.

I was familiar with DMsGuild at the time, so I resolved to publish. After another year of hard work and (mostly) procrastination, I released the adventure as a pay-what-you-want title.

My hope for *It's a Zoo in There!* was simply that some gaming group out there might have fun playing an adventure that I created.

I was blown away by the results.

I don't remember the exact pace of things, but I do remember the excitement of texting my friends with the 📄 emoji. *50 downloads! 100! 200!*

At the time I'm writing this, that first foray has nearly 4000 total downloads, with over 10% of people actually *voluntarily paying me money* for it. It's an "electrum" best-seller, getting close to earning (perhaps by the time you read this is) a "*gold metal*".

At the time I finally published, I had just started DMing *Waterdeep: Dragon Heist*. Chapter 2 has simple (and disappointing) adventure hooks for each of the factions. I had already run an adaptation of the first adventure featuring Jarlaxle (who became a staple in my campaign – I even painted a mini for him!) when my DMsGuild success floored me. I knew what I had to do.

A week later I published my second adventure, *Scrying into his Handkerchief*. People bought it. I got (mostly positive) feedback from *people who were actually playing it*. I was hooked.

Although I've branched out into other D&D products, most notably sidekicks related supplements, these *Waterdeep: Dragon Heist* faction adventures bring me the most joy. I'm proud to present them here with actual *layout* and *art* in a title I hope I will be able to soon append: "Volume 1".

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Scrying Into His Handkerchief

The original mission requires that the characters steal a noble's handkerchief and give it to a tiefling girl down by the wharf. *Scrying Into His Handkerchief* answers the questions: Which noble? Why him? Where can we find him? What happens if we get caught? Who is the tiefling girl, and why are we giving the handkerchief to her?

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It Got Under His Skin

The original mission sends the adventurers to camp in a field with a ten percent chance of encountering a scarecrow. *It Got Under His Skin* transforms the mission into a haunting mystery to be solved. In addition to defeating the scarecrows, will the adventurers find how the constructs were created? Will they take down the shadowy cult spreading discord in Undercliff? What will be their fate when they face down the powerful demon hunting an ancient secret?

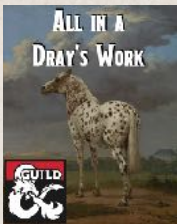
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Dung Work

The original mission has the characters guard Dungsweepers as they work for a tenday, followed by one combat encounter. As the mission states, "it's boring". *Dung Work* is anything but boring, with interesting encounters throughout the historic Trades Ward happening every day!

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All in a Dray's Work

The original mission has the characters find a talking horse to obtain information. *All in a Dray's Work* explains just how this horse can talk, and the adventurers really do have to find her - she's gone missing!

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Grave Concerns

The original mission has the adventurers spending a tenday's nights in the City of the Dead waiting to run into a handful of skeletons. *Grave Concerns* expands the mission into an adventure exploring a tomb teeming with undead, laced with magical obstacles, and a segue to the Dungeon of the Mad Mage.

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It's a Zoo in There!

The adventure that started it all! *It's a Zoo in There!* offers multiple paths of exploration leading to a chilling ethical dilemma with multiple endings depending on the choices your players make.

SCRYING INTO HIS HANDKERCHIEF

ADVENTURE

BACKGROUND

The adventurers have recently attained a bit of notoriety in Waterdeep, causing the eccentric haberdasher J.B. Nevercott to take interest. He issues a simple challenge to test the party's mettle: obtain a personal item from a certain young Waterdhavian noble; perhaps his handkerchief.

In truth, J.B. Nevercott is a false identity of the drow swashbuckler and secret lord of Luskan, Jarlaxle Baenre. He is attempting to forge a relationship with the current Open Lord of Waterdeep, Laeral Silverhand. His spies have of yet been unable to breach her inner circle, but they report that a young noble with political ambitions of his own, Regnet Amcathra, recently rose through the ranks to become one of her closest advisors.

An orphan Tiefling girl named Advertence lives in homeless squalor near the wharf, her face baring only scar tissue where her eyes once were. When cultists worshipping Asmodeus ripped her eyeballs from their sockets in a twisted ritual, they unwittingly bestowed a powerful blessing from the archdevil upon her: uncanny powers of divination. Far from blind, she has thus far eked out a meager existence on the street as a fortune teller.

Her own fortune is about to change. Jarlaxle has ascertained the possibility of her true nature and seeks to test her as he is similarly testing the adventurers. If she is able to use the personal item taken from Amcathra to scry upon the young noble, thus learning Laeral Silverhand's secrets, he will incorporate her into his shadowy cabal of drow mercenaries, the Bregan D'aerthe.

If the adventurers are able to deliver Amcathra's handkerchief to Advertence, Bregan D'aerthe might have further work for the party: Breaking into newspaper offices. Guarding prisoners. Ignorantly executing innocent men. Stuff like that.

Waterdeep: Dragon Heist Factions

This adventure is based on the 1st Bregan D'aerthe mission (for 2nd level characters) on page 34 of the hardcover campaign *Waterdeep: Dragon Heist*.

Rather than limit the Bregan D'aerthe missions to drow or particularly unscrupulous characters, I suggest that Jarlaxle approach any non-lawful character. He need not reveal anything about his organization to them in order to engage their services as outlined in the chapter.

Since the characters won't be learning anything interesting about the Bregan D'aerthe faction by completing this particular mission, it would also be a fine introductory mission for another non-lawful faction like the Zhentarim or the Xanathar's Guild (or maybe even Force Grey). Contrive a different alter ego for your antagonist to replace J.B. Nevercott.

This adventure gives the characters a chance to explore a bit more of Waterdeep that I had a great time learning about from old source material like FR1 - Waterdeep and the North, City of Splendors, and Ed Greenwood's fantastic *Volo's Guide to Waterdeep*.

This adventure could also be used to introduce a shady benefactor in any campaign setting.

OVERVIEW

The adventure consists of these sections:

Are You Daring Enough? Under the guise of potential benefactor J.B. Nevercott, Jarlaxle challenges the party to obtain Regnet Amcathra's handkerchief.

Finding the Way. The characters determine who their target is and where they can find him.

The Gentle Mermaid. Gambling, drinking, and pilfering. Perhaps a back-alley fight to cap things off.

The Virtue of Advertence. If the characters were able to obtain the handkerchief, they deliver it to the tiefling girl and receive a glimpse into their future – but not before dealing with a more unseemly side of the Dock Ward.

ARE YOU DARING ENOUGH?

After Jarlaxle Baenre (under the guise of J.B. Nevercott) makes contact with the characters and engages in some small talk and flattery, he offers a challenge:

"I value bravery and quick thinking. With my connections, I could become a valuable patron." He smiles a sly grin and you see a twinkle in his eye. "Humor me one simple test. I dare you to do something wild!"

"Nevercott" ("Please, Call me J.B.") directs the characters to pilfer a personal item being carried by the young nobleman Regnet Amcathra, preferably his pocket handkerchief.

As a further test of their fortitude, the handkerchief should be delivered to a hideously deformed tiefling girl who lives in a crate on the corner of Net Street and Dock Street.

Jarlaxle tells the party that Regnet is known to socialize and gamble most nights at the Gentle Mermaid, a luxurious spot near his family's villa.

The rationale Jarlaxle gives for the strange request is twofold. First, he shares a jocular relationship with Regnet and would relish in waving the stolen handkerchief in Regnet's face upon their next meeting. Second, such an assault on a noble is at least a minor crime, raising the stakes in testing of the party's bravery.

Asking Jarlaxle exactly who Regnet Amcathra is and where he resides, or where the Gentle Mermaid is located draws is scorn. "Perhaps I thought too highly of you," he derisively remarks.

If the party asks compensation for competing this bizarre task, Jarlaxle gives them 50 gp upfront ("I suppose you'll have expenses... like game and drink") for the pleasure of showing up Regnet, but not without first feigning offense at the mere prospect of his patronage not being reward enough.

He further instructs that he requires complete discretion. If the adventurers are caught in the act he will consider it a test failed and disavow ever having met the party.

FINDING THE WAY

Mission in hand, the adventurers now need to locate the Gentle Mermaid and find Regnet Amcathra.

Yeah, I know stuff. Anyone who has spent the majority of their life in Waterdeep knows that the Gentle Mermaid is an exquisite gambling parlor situated just west of the High Road, bounded by Sulmoor and Hassantyr's Streets (no check required). Otherwise a character who as lived in Waterdeep at least a year has probably at least heard of it, requiring a DC 10 Intelligence (History) check to recall the same information.

The Amcathras are no less famous, but the details of their family and abode are less widely known.



REGNET AMCATHRA

A character familiar with some history of Waterdeep can recall the following information with an Intelligence (History) check:

- DC 10. The Amcathras are known for their businesses in horses, cattle, wine, and weaponsmithing.
- DC 15. The family has a large villa on the east side of the High Road between Hassantyr's and Tarnath Streets; and an estate in Undercliff. Their coat of arms shows silver crescents on a blue flame against a red backdrop
- DC 20. Regnet is the youngest son of the family patriarch Mourngrym Amcathra. Regnet recently married Galinda Raventree, who hosts Waterdeep's annual costume ball.
- DC 25. Regnet Amcathra is the silent financier partner of the Deep Delvers adventuring company.

If any of the characters has the Waterdhavian Noble background, they make the check at advantage. Their roll is automatically at least a (modified) 20 if they themselves are of House Amcathra.

I can ask around. If the characters didn't happen to remember what they needed to know, someone else might be able to help them out.

Volo has all of the above information above and happily shares it with the party. He waxes nostalgic about the Gentle Mermaid and wonders aloud if the spicy sausage rolls are as good as ever. The players are advised to show up in their finest garb and with plenty of gold in hand.

Volo has never heard of a "J.B. Nevercott" and finds the whole endeavor juvenile and distasteful, though he doesn't try to dissuade the characters ("but don't expect me to visit when they have you working Amendsfarm!").

As they part ways, Volo amends "Mind you don't draw the Death Card!", chuckling. If pressed he just mutters to himself. "A whole generation lost. I really must update that guidebook!"

Anyone else the characters ask have the same chances outlined above to recall the information. For each person asked about Regnet Amcathra there is a 20% chance that rumor of the characters' interest gets back to Regnet's bodyguards (a roll

of 1-4 on 1d20). If so, run the encounter "Not so Gentle Outside the Mermaid" when the party leaves the Gentle Mermaid.

If the party is asking someone they have not yet become friendly with for the information, this chance increases to 40% (1-8 on 1d20), and even if that person knows the information a DC 10 Charisma (Persuasion or Intimidation) check is required for them to share it with a stranger.

How many villas can be nearby? The players might know where the Gentle Mermaid is and recall they were told the Amcathra's villa is nearby. If they wander the neighborhood, they find the villa after 1d4 hours.

In addition to its location, any character who knows they are walking past the Amcathra's villa along the High Road also takes note of the Amcathra family coat of arms.

Find a way to say yes. Reward your players' creative methods of figuring things out, or barring that, find a creative way of telling them what they need to know.

THE GENTLE MERMAID

The Gentle Mermaid, a huge balconied and turreted 4-story stone structure, occupies the entire interior of the city block on which it is located. It reeks of wealth, if not sophistication and taste. The interior is lushly decorated with carpets and tapestries on nearly every surface. In addition to being magically lit, the interior of the building is also magically heated and cooled, providing a welcome comfort no matter which season your campaign takes place.

Weapons are not permitted inside the Gentle Mermaid, so characters will be expected to check any they are carrying with the coatroom attendant. As the parlor is protected by a number of bouncers and two powerful wizards, guests are not searched for or even asked to remove any but openly worn weapons.

Any person not wearing fine clothes is turned away per the establishment's dress code. A character may still gain entry with a DC 12 Charisma (Persuasion) check, but even on a success they will draw sideways looks and snide remarks from the other patrons and any Charisma

checks made inside the establishment will be at disadvantage.

In addition to the relatively high house rake in all games of chance, 1 gp is charged upon taking a seat at a table. The guest is immediately poured a tall flute of chilled sparkling wine and offered exquisite snacks from silver platters intermittently served table to table by attractive servants dressed in impeccable livery.

LOCATING REGNET AMCATHRA

Regnet is playing *Eights Bluffs* at a large table near the center of the room, and he's on a hot streak. Several other young nobles have just busted out of the game when the characters arrive, leaving enough open seats at the table for the party to join him.

Flying the Family Flag. If the characters are aware of the Amcathra family colors and crest, Regnet is easy to spot. In addition to sporting the latest Waterdhavian high fashion, he wears an ostentatious silver-fringed red cape embroidered with a blue flame containing three silver crescent moons.

Where Everybody Knows His Name. Regnet is well known at the Gentle Mermaid. If a character simply asks of him they will be directed to his table. His body guards take notice of the characters' interest if they do so. Run the "Not So Gentle Outside the Mermaid" encounter when the characters leave the Gentle Mermaid.

No Shortage of Gossip. Any character looking for clues as to the identity of Regnet will overhear Myrna Cassalanter and Elise Urmbrusk gossiping while pointing towards him on a successful DC 12 Intelligence (Investigation) check. "Can you believe he married that tart Galinda?", one asks. "Oh, I know," the other commiserates, "You are so much prettier. When I saw you two dancing at the Moonstar Ball I was sure you'd bagged him."



Dice Game: Eights Bluffs

Eights Bluffs is the popular poker-like game that Regnet spends most of his gambling time at the Gentle Mermaid playing. The rules are similar to Texas-Hold'em:

Each player antes 2 of the table minimum bet, one of which goes to the house. At the Gentle Mermaid, the table minimum on the main floor is 1sp. The table maximum is always 8 times the table minimum.

Each player rolls 4d8 in secret. The privilege of betting first goes to any player choosing to reveal the highest rolled d8. If nobody reveals an 8, then the opening number moves to 7, then 6, and so on.

If nobody is willing to reveal an opening number, the round is forfeit and all ante goes to the house.

If more than one player reveals the same opening number (e.g. two 8s), they can choose to reveal another die. If neither player does so, their ante is forfeit and they are removed from the round and opening play continues as though that number had not been revealed.

Checking, betting, raising, and folding occur as in most poker games. A raise must always be of at least the table minimum, and the total bet per player in any one round of betting can not exceed the table maximum.

After the first round of betting, the house openly rolls 2d8. A second round of betting follows. The house again openly rolls 2d8 with a third round of betting after. The same opening bettor determined in the first step is allowed to open each round of betting.

Now a total of 8d8 per contestant have been rolled. Each player reveals their secret 4d8.

After one final round of betting, any remaining players may re-roll any number of their original dice.

The winner is determined by the largest straight, then set. For example, 3-4-5-6-7 (a straight of 5) beats 88888 (a set of 5). A set of 5, however, beats a run of 4. In the event of a set or run the same size, the highest number prevails (i.e., 8-9 beats 7-8 and 99 beats 88).

In the event of a tie, the pot is split by those players. Any dice not used in the straight or set are irrelevant.

The game is popular with the young nobles of Waterdeep because it is high variance, and skills in card counting give no advantage. Any edge in the game is pure deceptive prowess, and losses can simply be attributed to bad luck.

STEALING THE HANDKERCHIEF

Regnet Amcathra is a gregarious young man, and a little bit drunk. When the characters locate him, he is happy to make new acquaintances and invites them to join him at *Eights Bluffs*. Have the characters roll Wisdom (Insight) checks. A 10 or higher reveals that Renet is a genuinely friendly fellow. If the party's investigation has drawn the attention of Renet's bodyguards, they also notice that the human and tiefling sitting at Renet's right hand eye them suspiciously.

Hand in His Pocket. A character who can get close to Regnet can nab his handkerchief with a successful DC 12 Dexterity (Sleight of Hand) check. If caught, Regnet mistakes the action for an overtly sexual gesture - something he's uncomfortably welcoming of. Despite being a married man, Regnet is plenty amorous and doesn't have a strong preference towards any specific gender. Regnet's bodyguards take notice however. If the characters didn't already have their attention, they do now. If the characters are caught a second time, a bodyguard nods and the characters find themselves suddenly unceremoniously ushered outside by two burly bouncers each. Proceed directly to "Not So Gentle Outside the Mermaid."

The Hooded Death. Soon after the party is seated at Regnet's table, a middle aged man at a table nearby draws the Death Card foreshadowed by Volo. Screams ring out from shocked guests as a **wraith** (MM 302) appears from the card drawn and promptly lops the man's head off with its scythe. Two **archmages** (MM 342) materialize and subdue the smoky shade with explosive magical spells. One then places the poor victim's head back on his shoulders, mutters an incantation, and the man is good as new. The other calls out, "Next hour, drinks on the house! All house antes go to the winner!" A band that wasn't there a moment ago begins to play lively music. After a minute it's like nothing horrifying ever happened. Hopefully one of the characters grabbed the handkerchief during this distraction. If so, the DC 12 Dexterity (Sleight of Hand) check is made at advantage.

A Clever Ruse. There are any number of other ways the characters might attempt to obtain Regnet's handkerchief. A sneezing fit, bloody nose, spilled wine, etc. Regnet is a gentleman and won't hesitate to provide aid. If your players come up with a creative or entertaining solution, award inspiration as well as the handkerchief.

NOT SO GENTLE OUTSIDE THE MERMAID

Run this encounter only if the party attracted the attention of Regnet's bodyguards. The encounter occurs when the characters leave the Gentle Mermaid, either having achieved their objective or having been tossed from the establishment.

A tiefling man and human woman you recognize from Regnet's table approach you in the back alley of Gentle Mermaid. "The lot of you are up to something fishy," the tough looking woman says. "Yeah", adds the tiefling, "we don't take kindly to those who pry into Master Regnet's business".

Drakius and El'odis are Regnet's bodyguards (use the stats for **bandit captain** on MM 344). Renet Amcathra is a serial philanderer, a secret the discreet and loyal pair of bodyguards go to great lengths to protect. Avoiding attention from the city watch is part of this mandate.

The adjusted difficult rating for this encounter is 1350XP, making it potentially deadly for a party of five 2nd-level characters.

If the party engages in combat and is defeated, they wake up 1d4 hours later in an alley off of The Breezeway in the far eastern part of the Field Ward; bruised, bloody, and stripped of any weapons and any possessions of value, but stable at 1 hp. Not all is necessarily lost, however. If a character successfully obtained Regnet's handkerchief, it remains safely tucked away in the character's pocket.

If the characters are victorious, remind them that they have just committed a serious crime and may want to do something about the evidence.

The party can explain their way out of a fight with a successful DC 18 Charisma (Persuasion) check. If your players concoct a convincing story rather than simple denial, allow the check to be made at advantage.

VIRTUE OF ADVERTENCE

The tiewling girl Advertence lives in a crate just tucked into Keel alley at the corner of Net Street and Dock Street. Formerly containing a shipment of rum, the crate is just large enough for the 9 year old girl to comfortably sleep inside. Aside from two threadbare blankets, the crate appears empty. 1d4 copper nibs and a bright green feather are hidden a hole dug under a loose board in the back corner of the crate.

The girl spends her days sitting atop the crate, earning her dinner by telling the fortunes of passers-by. The fact that she can shout descriptions of the passing strangers despite being obviously blind attracts enough customers to keep herself fed.

YOU BRAZEN LITTLE URCHIN!

The characters reach Advertence just in time to overhear her finish telling a fortune before two swarthy human women. "You shouldn't say that about him," the young girl says to the rougher looking of the pair. "After all, he seems to please that one plenty... and frequently."

"You brazen little urchin!" the woman roars, making contact with a ham-fisted swing that knocks the poor orphan from her crate.

Margot (the violent one) and Amée (**thugs MM 350**) are part of an all female crew of marins from the Dragon Coast whose ship is currently docked in Waterdeep Harbor. When the characters come to Advertence's rescue, two more of the marins' crew, Sedilla and Dorian, join the fight on the third round of combat. Remind the players that the Dock Ward is still in Waterdeep proper and they probably should attempt to subdue, not kill the attackers.

After the end of the sixth round of combat, the City Watch appears to break things up. If the fight doesn't go that long they show up moments after.

Advertence tells the story of her rescue, including descriptions of her attackers and saviors. Sargent Barnwell isn't surprised by this occurrence. He's quite familiar with the homeless girl on his beat and the trouble she invites, and he doesn't care for her or her supernatural powers. He gruffly thanks the party for intervening, and then he and his men go about their business.

When the characters give Advertence the handkerchief, she replies in a monotone voice: "He's not who you think he is." She points out towards the harbor where The Eyecatcher, Jarlaxle's flagship, is moored among many others. "The dark man lives out there".

Advertence doesn't seem interested in discussion of any kind and quickly grows bored of the adventurers and and curls up in her crate.

She calls after the party as they leave. "You'll be inside when it happens, but others will die. Too bad the wood man strayed from Gond." (Granting a clue for chapter 3 of Waterdeep: Dragon Heist).

The following day Jarlaxle visits Advertence, and she leaves with him to become his personal diviner.

ADVERTENCE



REWARDS

The adventurers earn 1 renown with Bregan D'aerthe, although at this point they know nothing of the organization beyond "J.D."

Jarlaxle visits the party the following day, gloating of how bewildered Regnet was when he produced the forgotten handkerchief. He awards the party an additional 50 gp as a "deposit towards future endeavors," and as an additional token of appreciation an eight-sided Charlatan's Die (Xanathar's Guide to Everything 136), which he assures you (with a wink) "has never been in the possession of Regnet Amcathra."

What if they failed?

If the characters are unable to deliver Rennet's handkerchief to Advertence, Jarlaxle/"J.B." writes them off as failures and they never hear from him again. They might still go see Advertence however. If they go within 2 days of being issued the mission, they arrive as the scene above unfolds and could still receive Advertence's vague augury regarding the nimblewright. Without the handkerchief to trigger the thought, she tells them nothing about Jarlaxle. If more than two days pass, Advertence and her crate are gone.

Roleplaying Advertence

Advertence is the young tiefling girl's chosen virtue name, meaning "the process of turning ones attention to something". She has no idea what her given name is or who her parents are.

Her first memory is as a toddler, the searing pain of her eyeballs being gouged from her face turning to a vision of a fiery, many faced monster shouting "No! It has seen me, you fools!"

Beyond that, she has never know a life outside of her crate near the wharf. Amidst all manner of dangers, she has never been seriously harmed or fallen ill since.

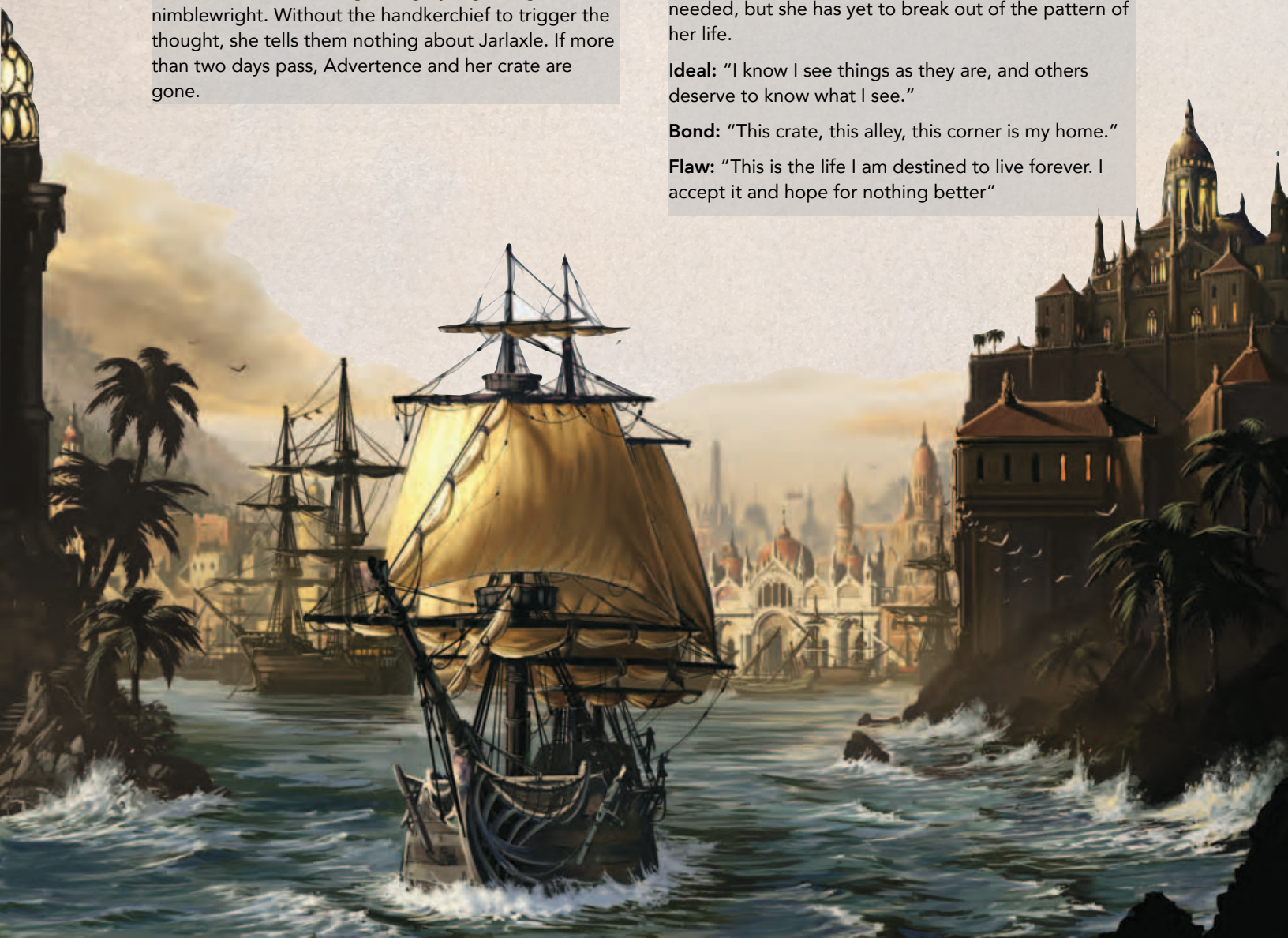
Though her eyes are missing, she possesses blindsight out to 120 feet. One with her divination skill could live lavishly were it focused. She does not aspire to be a fortune teller; it is a byproduct of circumstance. A few times a day she sees something in a passer-by and shouts out to them. Usually it earns her a few coins; often it earns her a slap across the face.

Advertence approaches everything in a slow, cautious manner, and her monotone manner of speech reflects that. She is clever, capable, and resourceful when needed, but she has yet to break out of the pattern of her life.

Ideal: "I know I see things as they are, and others deserve to know what I see."

Bond: "This crate, this alley, this corner is my home."

Flaw: "This is the life I am destined to live forever. I accept it and hope for nothing better"



IT GOT UNDER HIS SKIN

ADVENTURE

BACKGROUND

The demon lord Graz'zt is concerned by the archdevil Asmodeus's rapidly growing power in Waterdeep. Unable to gain a foothold inside the city proper, Graz'zt set his sights on the adjacent rural area of Undercliff.

A young human named Basil Mureal worked as a guard at the labor-prison Amendsfarm, the perfect occupation for a cruel man who never exhibited the constitution or work ethic for farming. When the charismatic Graz'zt approached Mureal with an offer of making those around him his lessors who would bow in respect, Mureal immediately set his heart to serving Graz'zt without even giving a second thought.

Graz'zt instructed Mureal in a dark ritual turning a simple hammer used in construction into a powerful magic weapon. At the dark lord's command, Mureal used the hammer to murder three prisoners, trapping their spirits inside the weapon. He then set the tool yet again to construction: three scarecrows, each animated by a spirit captured from Mureal's victims.

Waterdeep: Dragon Heist Factions

This adventure is based on the first Emerald Enclave mission (for 2nd level characters) on page 35 of the hardcover campaign Waterdeep: Dragon Heist.

While the Emerald Enclave is a great fit for the mission explored in this adventure, it could also be issued by any of the factions. A hook for each faction is included in the first section of the adventure.

If your campaign takes place in summer with the Asmodeus worshipping Cassalanter as the villains, fear not. Nothing the demon lord Graz'zt accomplishes will interfere with chapter 6 in the campaign book.

Although this adventure takes place in the farmlands east of Waterdeep, it could easily be adapted to any rural setting in your campaign.

With the scarecrows set to their immortal task of terrorizing those in Undercliff who would openly support Waterdeep's power, Graz'zt turned to constructing his next tool: a relic from the Blood War representing a victory against the archdevil army. Intoxicated with the power already bestowed on him and hungry for more, Mureal naively agreed to become a vessel for the demon, completely destroying all semblance of the man in the process.

His babau demon now summoned to the material plane, Graz'zt turned it to the task of finding long forgotten tunnels in the cliff which led into the city of Waterdeep. If he can establish a presence in the city, he will take the opportunity to sow chaos and undermine Asmodeus in any way he can.

OVERVIEW

The adventure consists of these sections:

Faction Hooks. A faction of your choosing asks the adventurers to investigate the rumors of a trio of scarecrows which have come to life and are terrorizing Undercliff.

Scarecrows come to Life. At a point in the adventure of your choosing, the enchanted scarecrows reveal themselves and attack the party.

Under the Cliff. On the way to Undercliff Village, the party encounters a lynch mob.

Blow to the Head. The characters investigate a triple homicide at the labor-prison farm, just as inmate tension boils over.

Out of His Skin. The home of Basil Mureal reveals dark secrets left behind.

A Few Bad Apples. Mureal's disappearance doesn't stop his cult from meeting. Which side of the ambush will the characters find themselves on?

Digging In. The adventurers confront a demon in a cavern hidden in Waterdeep cliff.

FACTION HOOKS

Every Waterdeep faction has reason to send the party on this adventure, and each has some sort of aid to offer.

If your campaign is outside of Waterdeep, use the examples below to create your own unique hook.

EMERALD ENCLAVE

The Emerald Enclave abhors the evil and unnatural. When rumors that a trio of scarecrows are terrorizing Undercliff emerge, the Emerald Enclave taps their newest recruits to investigate.

A familiar white cat with a small roll of paper tucked into its collar waits for the adventurers. It speaks: "Rumor from the farms to the east is of three field scarecrows come alive. If there's truth to it, Anselm Griggons, the proprietor of The Harvest Home inn in Undercliff Village will know as much as any man. If things are as we fear, you may well need this scroll to help protect you."

The scroll is a shillelagh (PHB 275) spell scroll that is written in druidic with a phonetic translation underneath, allowing any character who can read common to cast it.

BREGAN D'AERTHE

Jarlaxle Baenre knows that devil worship has been spreading among the nobility in Waterdeep. He's curious to find out if there is any connection to the rumor of supernatural evil in the outlying farmland.

He visits the characters in disguise as their benefactor "J.B. Nevercott", and asks the party to look into the matter out of concern for the smattering of his customers who reside in Undercliff Village, which he describes as a "delightfully quaint" place. Of its residents he advises "the Underfolk are a backward people, but mostly harmless." He warns any characters not human or halfling to brace themselves for some soft bigotry, and further recommends that any dragonborn, half-orc, tiefling, or monstrous race characters may prefer to stay home; or at the very least wear a cloak with a hood.

FORCE GREY (GRAY HANDS)

Ever vigilant Vajra Safahr is frustrated that the City Guard never seems to take threats from outside the walls of Waterdeep seriously. Since she knows the Underfolk to stir up fantastic stories, she's not inclined to put Force Grey's resources to the task of investigating until she can verify the veracity of the tales. She summons the party via *sending* to Blackstaff tower to assign the mission.

Safahr warns the party that they may find their weapons less than fully adequate if they do encounter possessed constructs. She has a magic weapon (PHB 257) spell scroll ready for the party, and cautions they only use it in the face of a dire situation.

HARPERS

Mirt sends the adventurers a *paper bird* inviting them to join him at the Yawning Portal. When the characters arrive, Mirt buys a round of drinks and shares the rumor of three scarecrows animated and terrorizing nearby farms. He expresses some skepticism, noting that "Underfolk are prone to spreading such tall tales." Mirt asks that the party travel to *The Harvest Home* in Undercliff Village and investigate. The inn's owner, Anselm Griggons, is loosely affiliated with the Harpers.

LORD'S ALLIANCE

The ongoing gang war between the Zhentarim and the Xanathar's Guild is stretching Jalester Silvermane's resources to the breaking point. Working late into the night, he hastily delegates the alleged animated scarecrows to the adventurers, scribbling on a piece of paper "Trio of scarecrows alive and terrorizing Undercliff? Go. Report Back. -Silvermane". The note is delivered the next morning by a young courier girl.

ORDER OF THE GAUNTLET

Savra Belabranta arrives at Trollskull Manor at the crack of dawn. “An opportunity to vacate evil!” She shares the rumor that three scarecrows have been animated and terrorizing Undercliff, and gives the characters a vial of *alchemist's fire* (PHB 148). “You burn their wretched bodies, Tyr shall forever burn their wicked spirits!”

ZHENTARIM

When the Doom Raiders heard rumors of three scarecrows animated and terrorizing Undercliff their suspicions immediately turned to Manshoon. A flying snake arrives delivering a scroll reading, “Trio of scarecrows come alive in Undercliff. Determine if work of Manshoon. If help needed, reliable Zhents known to water at *Tankard Times* in Undercliff Village.”

SCARECROWS COME TO LIFE

Scarecrows are a common sight in Undercliff. Nearly every field the party comes across has one or more standing watch. Point at least one cluster of three out as the characters pass by a farm on the way to Undercliff Village. These remain completely motionless and upon inspection seem harmless.

Make scarecrow sightings mundane. Perhaps have one in the distance move, only to have been knocked over by the wind. Consider making your players paranoid at every sighting, or lull them into complacency.

The three scarecrows animated by Basil Mureal sense that the characters are dangerous allies of Waterdeep and have set their sights upon the party.

The adventure provides suggestions as to when the animated scarecrows might attack, but ultimately it's up to you to when they make their appearance.

SCARECROW ENCOUNTER

The **scarecrows** may wait for the characters to approach, having put themselves en route to an objective. If the characters are close by, the scarecrows might attempt to sneak up on the party. Either way, as soon as the characters are within 30 feet, they begin combat with their terrifying glare, and then move into close range making claw attacks. Check to see if the characters are surprised when the combat begins. All three scarecrows focus their attacks on the weakest character and will fight to the death.



UNDER THE CLIFF

Dozens of farms are dispersed along Undercliff Way, the long road winding through the open rolling prairie east of Waterdeep, connected to the High Road at both the north and south where it leaves the city.

Describe the environment based on the season your campaign takes place in. Spring sees workers plowing and sowing the fields, cattle graze under the hot summer sun, tall rows of corn and barley stand ready for autumn harvest, and the harsh winter cold reveals a barren wasteland covered in snow.

The Political Climate in Undercliff

The city of Waterdeep has made a spectacular recovery in the short time since the Sundering. Under Laerel Silverhand's leadership, most noble families have regained their wealth, and the standard of living for all but the poorest of Waterdeep's residents has been steadily on the rise.

Most Undercliffens, as they refer to themselves, feel left out of this prosperity. They feed the city, yet live hard agrarian lives filled with manual labor and few amenities. They hear the citizens of Waterdeep refer to them as "Underfolk" and mock their slow nasal accent. They return contempt in kind, deriding even laborers in the city as "elites" up on a mountain of riches who have no understanding of what it means to live as a "real" citizen of the north.

Graz'zt found it easy to tap into this resentment and form a small cult serving his goal of undermining Asmodeus. Although the number dedicated to outright demon-worship is few and secretive, their political ideology based around the racial superiority of humans and halflings (the vast majority of Undercliff's population) and extracting economic and cultural revenge against the city is quickly becoming widespread.

THE LYNCH MOB

As Undercliff Village is coming into the view in the distance, the party notices a large group of people gathered near a lone oak tree just off the side of the road.

A terrified looking tiefling man sits sideways on an unsaddled horse. The noose tied around his neck is attached, with little slack, to a large branch of the tree overhead.

Vance Lifften (LE human male **cult fanatic** armed with a shortsword rather than a dagger) sits in the saddle of a horse next to the condemned tiefling, flanked by three **thugs** (MM350). All four men are human. The **angry mob** before them is a 70/30 mix of humans and halflings, all males.

Lifften is the leader of the Graz'zt worshipping cult, The Merciless Order of the Six Fingered Hand, but no one present is aware of this fact. Although he possess dark magic, he won't risk betraying the secret by casting spells. A pair of six fingered gloves are hidden in is back pocket.

Lifften is currently whipping the mob into a frenzy. When the party approaches, they hear the tail end of his speech:

"...and monsters make more monsters! Y'all seen what's been going on lately. The elites up top in the city encourage this wickedness to flourish, but not down here in the heart of our land!"

The speech is followed by a few shouts from the crowd, e.g. "death to the monster!"

VANCE LIFFTEN



Lifften sees the characters approaching as his speech wraps up and nods to his henchmen, who move in opposite directions to flank the party. He notices that a character is dragonborn, drow, half-orc, tiefling, or any monstrous race unless they have are wearing a hood and make a successful DC12 Charisma (Deception) check; or have employed magic or a *disguise kit* to hide their true race (no check required).

If he spotted a character of one of those races, Lifften shouts out, "Well lookit here. It's our lucky day! Seems we gonna have us some double (or triple etc as warranted) justice!" His henchmen charge towards the party with the goal of capturing any characters of those races. The angry mob engages in combat at mentality level 3.

A party seen to be comprised of only socially acceptable races won't be attacked unless they physically interfere with the lynching.

The characters might try persuading the lynch mob not to hang the tiefling. They won't convince Lifften, but they may turn the sentiment of the crowd. When a character makes an argument in favor of sparing the tiefling's life, have them make a Charisma (Persuasion) check. The check is made at advantage by a cleric or paladin invoking the name of a god, but at disadvantage by any character who is a not a human or halfling. This check is contested by one of the same from Lifften (+2), who presents these arguments, in order:

- "This *thing* is a demon, not a man!"
- "Who knows what other nightmares it will create with its dark magic? The scarecrows are surely just the beginning!"
- "How could Chauntea rightly bless the harvests of those who tolerate this evil?" *This check is made at advantage.*

The mob mentality level starts at 3, which is its maximum. When the characters win a contest, reduce the level by one. If Lifften wins, increase it by one.

After three rounds of argument, Lifften tires of the debate and smacks the rump of the adjacent horse, sending it running and the tiefling dangling.

If the party attempts to save the tiefling's life, combat ensues. Note the current mob mentality at the beginning of combat. If the tiefling isn't freed

from his noose, he dies from suffocation at the end of the fifth round of combat.

When rescued, the tiefling identifies himself as Falados. Emigrating to Waterdeep with just the clothes on his back, he was jumped by the man on horseback and his thugs. Falados expresses utter dismay at what just occurred - his decision to see out a new life in Waterdeep was driven by an understanding that his kind were accepted there.

Falados won't come right out and say it, but hints more than once that he wishes the party to escort him to Waterdeep. If they refuse, he takes off running towards the River Gate.

If the characters don't intervene, they watch the innocent man choke out his last breath. The crowd peacefully disperses and the tiefling's corpse is left to dangle from the tree.

Angry Mob

Armor Class: 9 (unarmored)

Hit Points: 4 (1d8), **damage threshold** 4 (same)

Speed: 30 **Reach:** 5

The mob occupies a 40 foot diameter circle. Any creature size medium or smaller can occupy a space inside this circle, but it is considered difficult terrain.

Mob Mentality Levels

Level 0. *Placated.* The mob gawks as combat proceeds, but takes no actions or reactions.

At levels higher than 0: any hostile creature that ends its turn in the mob's reach must make a DC 14 Strength saving throw or be knocked prone. The mob will take any number of reactions during a round of combat to make a single opportunity attack against any creature that leaves its reach.

Level 1. *Riled.* The mob makes a single shove attack (+5) against each enemy in reach, attempting to knock prone. If the target is already prone, it is also grappled (escape DC 14).

Level 2. *Angry.* Same as level 1, but the mob also makes an additional kick attack against any grappled creature, +5 to hit, damage 1.

Level 3. *Frenzied.* The mob moves towards the nearest enemy and makes a single stab attack, +0 to hit, damage 2 (1d4) against each enemy in reach.

The mob taking 4 or more damage from a single attack indicates that one of the commoners (MM 345) comprising it has been killed. The remaining commoners immediately take their reactions to flee.

HARVEST HOME INN

The heart of Undercliff Village is the Harvest Home Inn. It's the largest building for miles, built at an angle following a curve in Main Street at the center of the village. The expansive tap room and dining hall on the main level serves as the social center of Undercliff, and the second story is split between six spacious guest rooms and a private residence.

The owner, Anselm Griggons, is middle aged human with fiery red hair and a beard to match. Born and educated in Waterdeep, he spent about a decade adventuring before "retiring" to settle down in the country. Much of the inn's success can be attributed to Anselm's wealth from his previous career allowing it to operate without making a profit.

When the characters arrive, Anselm is standing behind the bar reading a broadsheet. A character who examines it will notice that it is an edition of the Waterdeep Wazoo dated more than a tenday ago.

When the characters inquire about the scarecrows, a teenage halfling boy sitting at the bar, eating a delicious smelling bowl of stew, interrupts before Anselm can get a word in. "I seen it myself, sirs, Taller than any of ye, with a great big rotting punkin' for a head! Chased me along the main road for a quarter mile before I got far enough ahead and it turned to go after a heifer instead. I just kept runnin' all the way home!"

Anselm verifies that he has heard a number of similar stories and believes them to be true. "I started hearing these tales five or six days ago with three distinct variations. The pumpkin headed one young Wessel was chased by, one with a burlap sack over its head, and another clad in bright red rags. The stories started about the same as those murders up at Amendsfarm. Seems like hell of a coincidence."

All Anselm knows about the murders is that three inmates are said to have bashed each others ("...or their own? Could have been a suicide pact I suppose") heads in with rocks.



If a character associated with the Harpers reveals they were sent by Mirt and shows Anselm their harp pin, Anselm gives them a *scroll of heroism* (PHB 250). He cautions that a few stories of scarecrow encounters included feeling paralyzed by fear upon looking at one.

Anselm has rooms for rent if the characters wish to stay. At only 10 sp including meals it's an exceptional value for the level of comfort.

If the characters spend the night out of doors at some point during the adventure, that could be a good opportunity to run the encounter with the animated scarecrows

TANKARD TIMES TAVERN

Directly across the street from the Harvest Home is a filthy drinking establishment that owes its continued existence merely to the fact that Anselm Griggons doesn't tolerate the behavior of its patrons in his own establishment. No matter the time of day, the customers in Tankard Times are foul mouthed, rude, prone to fighting, and very drunk.

The proprietor, Bartholomew Ender, embodies the place. He serves elves and dwarves only grudgingly, all the while making antagonizing remarks about "pointy ears" and "beard ladies". Other races are outright banned from the premises.

Two Zhents, Morlan Frost and Dirk Starnag (human male **thugs**) practically live here. They don't have any direct association to the Doom Raiders or Manshoon, but sell their services as mercenaries to anyone willing to pay them 3 sp a day each. They only work as a pair and if either of them has any loyalty at all, it's only to the other. If things take a turn for the worse, they are quick to abandon their charge.

BLOW TO THE HEAD

The prison-labor farm *Amendsfarm* sits just north of the cliff, near Waterdeep's North Gate. Criminals sentenced to hard labor (see *The Code Legal W:DH 222*) work off their debt to society in its fields and orchards. Most of the prison is very low security, as the population are primarily serving short sentences for theft of various severity. Although many easily escape, for most it is not worth permanent exile from Waterdeep.

A small subset of the prisoners are serving longer sentences for serious crimes such as murder or participating in the slave trade. These inmates are more heavily guarded, and reside in barracks in a walled off section of the northwest end of the prison.

This higher security area is where Basil Mureal worked as a guard and found his three victims. Six days ago he had the opportunity alone with them in one of the bunkhouses, each in restraints after a hard days work in the orchard. Mureal bashed in the skull of each prisoner with the rounded end of his hammer, then fled home to stash the weapon. He returned with three large rocks, dabbed them in blood and brain, released the corpses from their manacles, and ran to his superior to report that the prisoners had killed one another in some sort of altercation.

ENTERING THE PRISON

The party is greeted at the main entrance to the prison by a halfling guard named Dandel Fatrabbit. They inform the characters that yesterday was visiting day, and the party will have to come back next tenday.

When told that the characters are there to investigate the recent murders, Dandel immediately escorts a party affiliated with the Lord's Alliance or Force Grey to the warden's office. Otherwise a successful DC 14 Charisma (Persuasion) check or a bribe of at least 5gp is required lest the party is turned away. If the check fails, Dandel not-so-subtly asks for the bribe by making a pointed cough while jingling the coin purse on their belt.

INVESTIGATING THE MURDERS

Amendsfarm's warden, Emmeline Crater, is in her office when the party arrives and is happy to accept them. She secretly has serious doubts about Mureal's story and suspects that he murdered the prisoners. Crater hopes she can pass off responsibility for the outcome of an investigation onto the adventurers. The *Fraternal Order of Peacekeepers* demands loyalty to fellow officers above all else, even if a crime has been committed. In a case involving a prisoner, not siding with a guild member would be especially unthinkable. If the characters somehow manage to search her desk, they find a letter to the warden of *Repenttoil* labor-mining prison along the Triboar Trail in the Sword Mountains to the north. It commends Mureal's service and recommends him for a transfer and promotion - the guild's go-to approach for dealing with this sort of situation.

Crater calls the high security supervising officer, Villhelm Price, into her office to answer the party's questions. Price, along with Mureal, is a ranking member of the Graz'zt worshipping cult, but he has no direct knowledge of the murders or Mureal's recent actions. He has a very low opinion of the prisoners he guards and has taken Mureal's explanation at face value. If the adventures cast suspicion on Mureal during their investigation he becomes increasingly testy and defensive of his friend.

Speaking to Mureal. Basil Mureal has been put on paid leave for a tenday following the incident, which is standard procedure. Price hasn't seen him since the incident, but suspects that Mureal is home at his cottage, recovering from the trauma of coming upon the grisly scene. Price is happy to give the party directions to Mureal's home, which is covered in the section below, Out of His Skin.

Amateur Coroners. If the characters wish to inspect a body, they are in luck. Two of the victims were from Waterdeep and are presently interred among family in the City of the Dead, but one man hails from Boulder's Gate, and his body awaits transport. Price shows the characters to a storage shed containing a pine box containing the corpse, liberally packed in salt.

A successful DC 14 Intelligence (Investigation) check reveals that the the single deep puncturing blow that bashed in the man's skull and brain was made by a blunt, rounded instrument probably no more than 3 inches in diameter.

Speak with dead or other magic requiring the deceased spirit have no effect, as the man's spirit is now animating a scarecrow.

The Crime Scene. The 20 by 30 foot bunkhouse where the murders took place has sat vacant and untouched since the bodies were removed. Aging and due for replacement the following year anyway, it is slated to be demolished. A character succeeding on a DC 12 Intelligence (Investigation) check notices that bloody footprints appear both out towards and in from the building's entrance, which Price supposes is from the bodies being removed. A successful check also reveals that blood splatters appear only on the eastern wall of the building.

WHAT A RIOT!

Tension has been mounting in the high security area since the murders. Most prisoners have known one another for a long time and formed a tribal relationship, if not friendships. The prisoners are convinced that Mureal, who constantly mistreats them in minor but unnecessary fashion, is responsible for the murders.

The situation turned ugly while the party was investigating. Called lazy and prodded along by the tip of a guard's spear, one prisoner snapped and snatched the weapon.

The characters hear shouting from the unfolding standoff. The **guard** is grappled by a prisoner, hands restrained behind his back. The guard's spear is pointed menacingly at his midsection, wielded by the man who hand taken it from him, and three more hardened prisoners (use the statistics for **veteran**, only weaponless and unarmored, AC 11) stand in solidarity behind them. Four guards stand in a cluster fifteen feet away, spears drawn.

The characters catch the tail end of the spear wielding prisoner shouting "...sentenced to labor, not death!". The guard held hostage takes the appearance of Price and the party as an opportunity to break free. He brings a foot up into

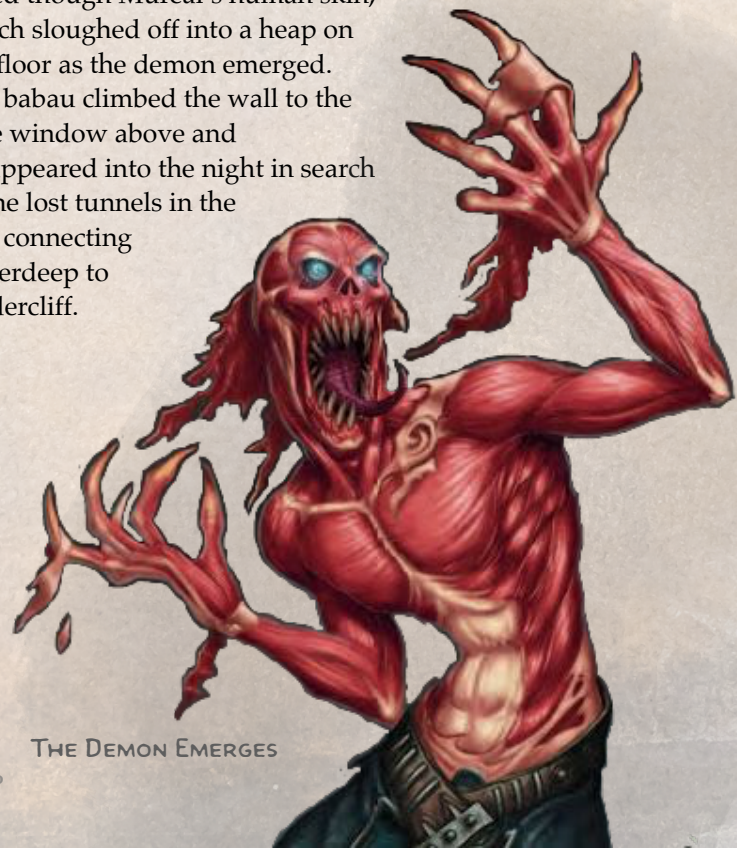
the groin of his captor, who falls prone. The guard is rewarded with a spear to the midsection, and then all hell breaks loose.

Realizing that their participation in the insurrection will be punished by death, the prisoners fight until all the guards are dispatched, then attempt to flee the prison. They fight through the adventurers as well, but aren't concerned with killing the party unless the adventurers stand in the way of escape.

OUT OF HIS SKIN

The past tenday was the most eventful of Basil Mureal's sad life. Of the all the members of the Graz'zt worshipping cult he and his friends christened *The Merciless Glove of the Six Fingered Hand*, the demon lord had chosen him. As instructed, Mureal enchanted his ball-peen hammer and used it to kill the three prisoners. Using the same hammer, he constructed three scarecrows animated by the prisoners' spirits.

The day after unleashing his scarecrows on Undercliff, Basil Mureal received another edict from the Dark Lord. Graz'zt offered Mureal the opportunity to become an immortal being in exchange for his mortal body. Mureal jumped at the opportunity and performed the ritual Graz'zt prescribed. At high moon, Mureal's muscles, bones, and viscera scrambled, transforming into the babau demon. The babau's horn and tail sliced through Mureal's human skin, which sloughed off into a heap on the floor as the demon emerged. The babau climbed the wall to the lone window above and disappeared into the night in search of the lost tunnels in the cliff connecting Waterdeep to Undercliff.



THE DEMON EMERGES

BASIL MUREAL'S COTTAGE

Mureal's cottage is about a mile south along the same road as Amendsfarm. It is small, consisting of a single 20x20ft room containing an iron stove, dining table, and writing desk. A ladder leads up to a loft in the peak of the building, which contains Mureal's bed, a small dresser, and the home's only window. Across the dirt road stand three scarecrows. The adventurers easily locate the cottage from Villhelm Price's directions and description.

Trapped Door. The door to Mureal's cottage is locked. It can be opened with a successful DC 10 Dexterity check with thieves tools or forced open with a successful DC 15 Strength (Athletics) check.

Before undertaking his transformative ritual, Mureal placed two vials of *alchemist's fire* (PHB 148) on a shelf above the door, looped with twine tacked to the inside of the door. When the door is opened, the vials are pulled from the shelf and break open on the floor, splashing the sticky substance over a 10 foot radius circle centered in the middle of the doorway. Any character in the area must succeed on a DC 14 Dexterity saving throw or be splashed by the fluid and set on fire.

A character on fire this way takes 1d4 at the start of each of its turns until it can make a successful DC 10 Dexterity check to extinguish the flames.

The trap also sets the cottage ablaze. The characters can easily extinguish the fire, but if they don't the structure will burn to the point that no useful clues can be found after 5 minutes. Consider this opportunity for the animated scarecrows to attack.

Any character who looks through the window at the peak of the building can spot the trap, no check required. The trap can be disarmed from inside the cottage with the door still closed with a successful DC 5 Dexterity (Sleight of Hand) check. On a failure, the vials drop to the ground as though the trap had been triggered.

Ritual Leftovers. Any character who looks inside the cottage immediately notices a pile of pink skin matted with blood lying in the middle of chalk drawn circle. Written around the circle in Abyssal are the words "As Glasya spilled His

blood shall I too become". A character who can read those words or has them translated can make an Intelligence (History) check. A result of 15 or higher reveals that this is a reference to the story of the babau demon on page 136 of *Volo's Guide to Monsters*. The character is also aware of the babau's damage resistances, its ability to create magical darkness, its weakening gaze.

Investigating the shed skin reveals that it was sliced from the inside as though with two serrated blades; one originating at the top of the skull and the other at the tailbone. Moving the skin reveals a chalk drawing of a six-fingered hand.

Laying just to the side of the circle is a ball-peen hammer (see sidebar, *Mureal's Ball-peen*) caked in dried blood and encrusted with bits of wood and straw. Any character proficient in arcana immediately gets an uneasy feeling when they look at it.

Search for a Few Minutes. A search of Mureal's cottage reveals exactly the mundane items one would expect, and nothing of value. The pocket of Mureal's jacket, which is draped over a chair, contains two six fingered leather gloves with a small carrot placed in the sixth finger, next to the pinky finger.

On the writing desk is a leather bound journal with minutes chronicling the meetings of The Merciless Glove of the Six Fingered Hand. The meetings have convened an hour after sundown on the same day each of the last tendays. The last entry (a handout is included at the end of this adventure) is dated a tenday ago tomorrow, and is included as handout for your players on the last page on this adventure. If the players ask about the other pages of the journal, it's mostly the same sort of stuff. Meeting #9 marks the last time the cultists heard "THE VOICE", which instructed them to focus their efforts on finding a tunnel lost in the walls of the cliff. Prior references to "THE VOICE" are missives on the superiority of humans and halflings, and the dangers of the other races and the city above that tolerates them.

In reading the meeting minutes for meeting #14, the characters should learn that the location of the meetings is a derelict barn at the Snobeedle Orchard and Meadery. If the players don't glean this fact, their characters can with a successful DC 10 Intelligence (History) check.

The characters might also note that Basil Mureal is cult's secretary, and the initials of the vice president, V.P. matches Villhelm Price of Amendsfarm. They may not have found out his name when the character encountered the lynching, but president V.L. was the ringleader, Vance Lifften.

Mureal's Ball-peen

Weapon (light hammer)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When Mureal's Ball-peen is used to kill an evil-aligned humanoid, its spirit immediately manifests itself on the material plane as a **dretch** (MM 57), which appears to burst from the corpse of the victim. The dretch is hostile to all creatures except the wielder of Mureal's Ball-peen. Roll initiative for the dretch, which has its own turns. The dretch pursues and attacks the nearest non-demon to the best of its ability.

Construct of Evil (Requires attunement by an evil-aligned character)

When a character attuned to Mureal's Ball-peen kills an evil-aligned humanoid with the weapon, they may choose to capture the spirit rather than having it manifest as a dretch. If they do so, they may later spend 1 hour using the hammer to construct a **scarecrow** (MM 268), binding it with the spirit captured.

A FEW BAD APPLES

The Snobeedle Orchard and Meadery is located off to the east side of Undercliff Way, just shy of a mile north of Undercliff Village. The orchard, planted with various varieties of apples, plums, cherries, peaches, and apricots, is synergistic with the large bee colony which provides the meadery's honey.

The season your campaign takes place can add some flavor to the location. For example: spring buds and bees, summer workers pruning, fall's abundant harvest, a taproom packed full of bored wintering farmers.

WHEN THE BALL-PEEN KILLS A BADDIE, THIS ADORABLE LITTLE STINKER FALLS OUT



THE DRINKING HALL

The Snobeedle cousins are attentive hosts to guests in their expansive drinking hall, which is sized to accommodate human-size guests. In addition to the famous mead, the drink menu contains no less than seven varieties of cider. Wine and ale are noticeably absent from the list as they are not produced on site. The selection of food is limited, but quite delicious. The Snobeedles bake large quantities of soft white bread in house, which is served with honey and wide array of jams, all of which can also be purchased by the jar in a small gift shop.

Humans and halflings are warmly welcomed by all, elves and dwarves less so but still treated politely, and "undesirable" races noted earlier in the adventure are tolerated but given a passive-aggressive cold shoulder. Characters of those races make Charisma checks at disadvantage inside the drinking hall.

The hall is usually quite busy, and if the adventurers take the time to visit or simply eavesdrop, they hear two popular topics of conversation (no check required):

- **The scarecrows.** The adventurers don't hear an actual first hand account, but many second or third hand stories with increasing levels of embellishment. The common thread seems to be that there are three animated scarecrows. One dressed in tattered rags, another with a burlap sack with slashed eye holes over its head, and one whose head is a giant pumpkin
- **Murders at Amendsfarm labor-prison.** The consensus seems to be that three dangerous convicts got in a quarrel and murdered each other, though at least one halfling posits that it could have been a guard responsible ("and I don't blame him if it was! Imagine the stress of having to control those wretched men!") There is also a general sentiment that the prison shouldn't exist where it is. It competes with the local farms who don't have free labor, and why should the lives of their families be threatened by the criminal element produced by the city?

INVITATION FROM A CULTIST

If the characters didn't find out about the cult meetings from the journal in Basil Mureal's cottage, they are instead approached by a male halfling named Quentin Snobeedle. A member of the cult, Q.S. has identified the party as a threat and attempts to lure them into an ambush at the derelict barn.

Blond of hair and beard, both sparse and poorly groomed, Q.S. is one of the many halfling cousins who run the meadery. He doesn't have a proper ownership role, however, and never really fit in with the cheerful demeanor of the rest of the family. As a bit of an outsider even among his own kin, Q.S. found a subculture with defined enemies and promises of power very appealing.

If the characters tried to rescue the tiefling being lynched, Q.S. was in the crowd. He approaches the party congratulating them on their bravery. If the characters left the tiefling to hang, Q.S. was in the Harvest Home and overheard the party inquiring about the scarecrows. In this case, he approaches the characters with a suspicion of the source.

In either case, Q.S. invites the party to visit the meadery on the evening of the cult meeting. He is a gracious host inside the drinking hall, and contrives an excuse to lead the party out to the derelict barn in the hour after sundown.

The tactics on encounter sheet A assume that the cultists aren't expecting the adventurers. In the case that cultists get to spring an ambush, the tactics are mostly the same with a few exceptions. The cult fanatic will cast shield of faith prior to the start of combat, allowing him to deploy his spiritual weapon a round earlier. While the cultists are ready with their scimitars, they remain untrained and undisciplined fighters.

TRACKING DOWN THE CULT

If the party arrives at the meadery with the intention of seeking out the derelict barn, it's not hard to find (see *Derelict Barn*, below). The Snobeedles allow anyone to wander around the property as they please. In the late summer into fall, the outdoors is full with customers carrying sacks of freshly picked fruit.

If the characters inquire about cults or demons inside the drinking hall, they are met with pure skepticism. Such perversion must be rampant in the city, of course, but surely not down in this more civilized area. There is one exception, however. On a successful DC 16 Wisdom (Perception) check, a character notices that Quentin Snobeedle has gone even paler hearing demons or cults mentioned, and is showing visible signs of nervousness.

If the party confronts Q.S., it's clear that he's hiding something. A successful DC 10 Charisma (Persuasion) check is enough to get something out of him. He stammers out an unconvincing lie about having overheard outsiders from the city talking about scarecrow animating rituals in the basement of the Harvest Home in Undercliff Village. A character expressing doubt can determine that the halfling is not being truthful with a successful DC 12 Wisdom (Insight) check.

Q.S. is weak spined without his friends around to back him up. If a character threatens the halfling, have them make a DC 14 Charisma (Intimidation) check:

- On a success, Q.S. turns on the cult in an attempt to save his own skin: "Look, I didn't want to have anything to do with it! Tye (Tye Tosscombe, T.T. from the meeting minutes) roped me into it. You can't tell my cousins. The family business would be devastated!" Q.S. informs the characters when and where the cult meeting will soon be taking place, and agrees to help the party in any way they ask. A successful DC 18 Wisdom (Insight) check reveals that he has steadied his resolve to bend to which ever side is going to come out on top, and won't hesitate to betray the party.
- On a failure, Q.S. feigns offense, "My family welcomes all who wish to enjoy our hospitality, but I personally will not tolerate such rudeness. Good day!". Q.S. leaves to go about his duties and makes sure catch the other cultists prior to the meeting to warn them of the party's presence.

DERELICT BARN

One of the original structures built decades ago by the Snoeedle family still stands at the northeast edge of the property, adjacent to an old plot of apple trees which have long since stopped producing fruit.

The barn is 40 feet wide by 80 feet long, though the rear 30 feet has caved in and is completely unusable. The 20 by 20 foot wide opening in the front sits open to the world, the doors long ago having rotted off their hinges. Numerous halfling-sized openings are visible in the rotting lumber that makes up the barn's side walls.

A rickety ladder leads 20 feet up to a 15 foot deep loft above the door spanning the barn's entire width. Both are dangerous after decades of neglect. Any creature traversing either during its turn must make a DC 12 Dexterity (Acrobatics) check as they do so. On a failure, the entire structure collapses under their weight and they fall with it to the ground, taking 2d6 bludgeoning damage and landing prone among the debris.

The barn offers a number of places to take cover, including a wheelless wagon with a broken axle and numerous large hay bales (which are dangerously dry and can easily burst into flames).

Rusty old shovels, hoes, and other farming tools are scattered around the edges of the barn, which could be used as improvised weapons.

A dozen or so milking stools, all capable of supporting sitting weight, are arranged in a circle in the middle of the barn's usable area.

When the cult is meeting, the interior of the barn is dimly lit by candles safely placed inside of glass jam jars.

96 MERCILESSLY GLOVED FINGERS

Shortly after dusk the cult members, all wearing six fingered leather gloves with a carrot playing the role of the digit of the extra finger inside, arrive at the barn for the meeting. Just enough candles are lit to provide dim light through the interior of the barn, yet not draw attention from the outside.

Vance Liffen, who lead the tiefling lynching at the beginning of the adventure, is a **cult fanatic**

(MM 345) and leader of the 7 **cultists** (MM 345) remaining now that Mureal is no longer among them. The cult fanatic is clearly identified as the leader by the fancy vestments he wears, compared to the simple black robes of the other cultists.

If Liffen has been killed, make Villhelm Price (of the prison) the cult fanatic instead. If both men are dead, choose another cultist to play the role. If it was necessary to move on to understudies, reduce the number of cultists accordingly. Note that Q.S. is included in their ranks, and his role may have changed depending on his interactions with the adventurers.

Don't forget that if an evil cultist is killed by *Mureal's ball-peen* during the encounter, a smelly **dretch** (MM 268) will burst from the dead cultist's corpse!

Cultists Ambush. If the party didn't find out about the meeting from the clues in Mureal's cottage and are instead being lead to the barn by Q.S., a lookout warns that the party is approaching. The cultists position themselves to ambush the adventurers, and the cult fanatic prepares for the fight by casting shield of faith.

Make a single Dexterity (Stealth) check for the cultists. This sets the DC for being noticed by the adventurers as they enter the barn. If the DC is higher than a character's passive Wisdom (Perception) score (-5 due to disadvantage because of the dim light), they are surprised and can't move or take actions or reactions during the first round of combat. If a character indicates that they are actively looking for danger as they enter the barn, have them make a Wisdom (Perception) check (at disadvantage due to the dim light) instead.

Characters Ambush. It's fine if the party decides to storm the barn while the meeting is taking place, but they may also decide to plan an ambush. Each character can successfully hide with DC 8 Dexterity (Stealth) check.

If Q.S. is on to the party, he arrives with the rest of the cult on high alert, and they can't be surprised. They undertake a thorough search of the barn, locating the nearest character lying in wait (no check required) and then engage in combat.

Otherwise, the cult arrives as a group and begins to light the candles scattered throughout the barn. The characters observe one cultist excitedly whispering to the cult leader and pointing at a piece of paper in his hand.

If the party waits as the meeting proceeds, it goes along the same lines as the previous meeting minutes would suggest. Basil Mureal's absence is noted, and sympathy is expressed about the terrible tragedy he had to witness at the prison. The cultist with the map triumphantly announces that he has located the tunnel, to rousing cheers. A **quasit** (MM 63) is summoned, which promptly polymorphs into a bat and flies from the barn.

Social Hour is especially celebratory. If the characters waited this long, their patience is rewarded. All of the cult members get drunk enough to suffer the *poisoned* condition, imposing disadvantage on their attack rolls and ability checks.

Developments. If the party defeats the cultists, they find the hastily drawn map of the cliff, with an arrow pointing to a spot behind a wooded area slightly north of where the last guard tower marks the end of the city wall before Cliffwatch to the south. "Tunnel! crazy dark" is scribbled on the paper.

DIGGING IN

Although transformed from Basil Mureal's innards, there really isn't anything left of the man in the babau demon. The creature's thoughts extend only as far as achieving its objective: locating a long lost tunnel in the cliffside which leads to the city of Waterdeep above.

After crawling out the window of Basil Mureal's cottage, the babau scoured the cliffside nonstop for two days before it found the heavily obscured and caved in opening, seemingly intentionally filled in with rocks ranging in size from rubble to boulders. Shrouded the whole time in magical darkness, the babau tirelessly continues excavation.

MY SWEET BABAU

The **babau** (VGtM 136) demon presents a possibly deadly challenge to adventures who attempt to slay it. However, it is singularly focused on excavating the tunnel and ignores anything not actively standing in its way of accomplishing its work. If combat goes poorly, the characters can easily escape.

After about 20 feet, the 5 foot diameter tunnel opens up into a roughly 40 foot wide by 60 foot deep natural cavern. The cavern is littered with numerous 5 ft diameter boulders which can provide 3/4 cover to a medium sized creature.

A 15ft sphere of magical darkness emanates from a point on the far end of the cavern, where the babau is currently excavating. It attacks if it senses hostile creatures approaching.

EPILOGUE

If the adventurers return to Waterdeep alive and report what they learned about the scarecrows to the faction that assigned the adventure, they gain 1 renown, or 2 renown if they also defeated the scarecrows.

Anslem Griggons visits the party at Trollskull Manor two days later to personally thank the characters for ridding Undercliff of the scarecrows (and the cult and babau demon, if applicable). As a (former) fellow adventurer, he's impressed with how they handled themselves and presents a reward of 100gp from his own personal fortune. If the party was able to slay the babau demon, he also presents a gift from his adventuring days, a periapt of health (DMG 184).

Anslem shares that word of the character's deeds has spread through Undercliff, and a popular drinking song detailing their accomplishments has caught on in his taproom. He notes that there's been a marked change in attitude about city folk, and if the party contained any "undesirable" races, he seems optimistic that those attitudes are slowly changing as well.



THE BABAU

The Merciless Glove of the Six-Fingered Hand.

Meeting #14 Minutes.

Rollcall.

Officers Present: V.L., President, V.P., Vice President, B.M., Secretary, M.E., Treasurer

Members Present: T.T., Q.S., I.P., G.G.

Recruits Present: N.G.

B.M. Reads minutes of meeting #13. Minutes approved by unanimous consent.

M.E. Reports cash on hand 9 sp. Reminds all that ale does not magically appear at these meetings on its own. Passes the hat.

V.L. Thanks Q.S. for continued use of derelict barn at meadery for meetings. Seconded by all.

V.L. Inquires on attempts locating tunnel. No success reported.

Q.S. Moves to attempt summoning. V.L. seconds. V.P. objects as it has not been successful since we last heard THE VOICE in meeting #9. Motion approved 5-3.

Demon successfully summoned. Demon bites N.G. Demon emits retch inducing green gas. Demon killed by V.L. Barn temporarily evacuated.

Meeting resumed.

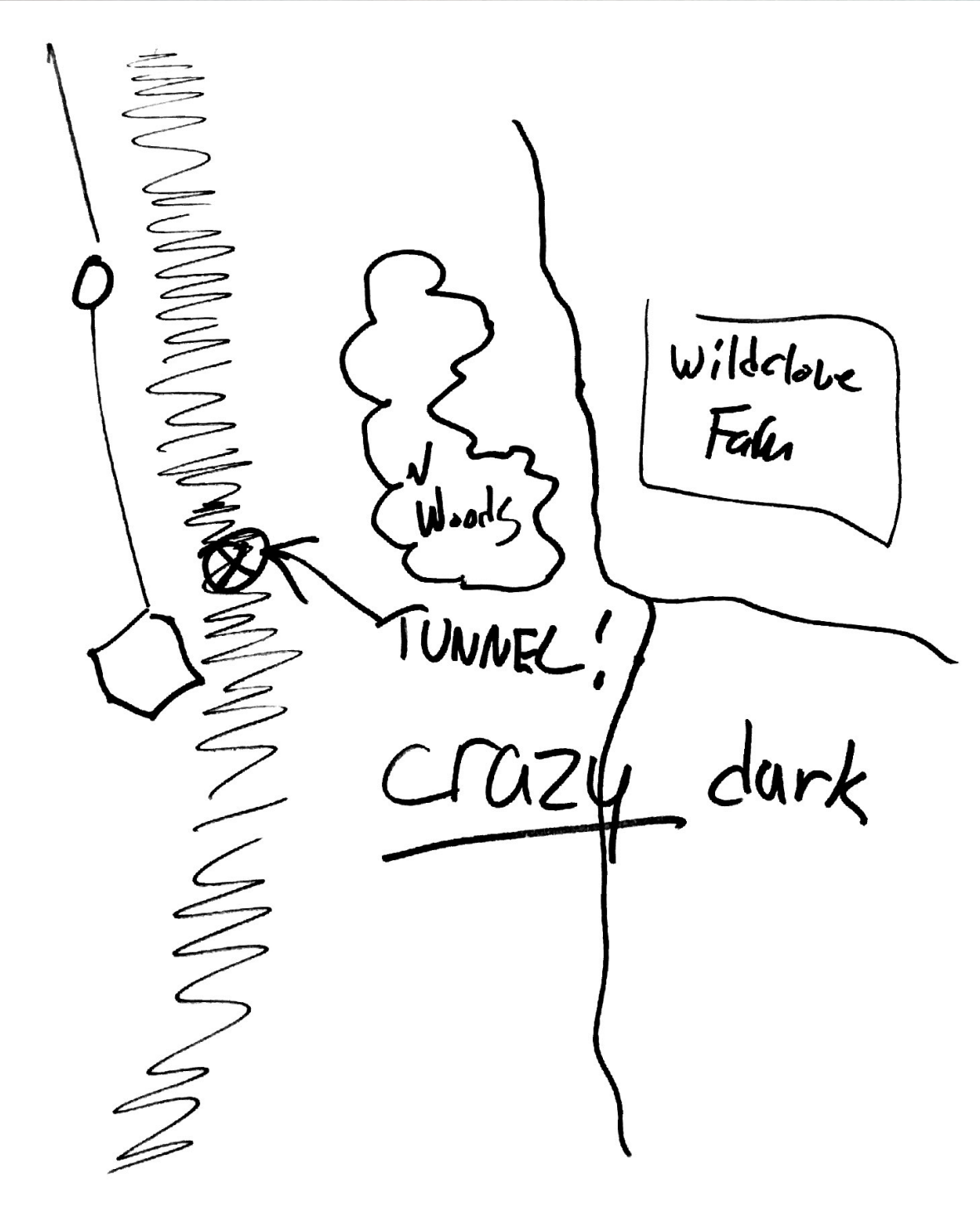
V.P. posits successful summoning a blessing. Offers thanks, asks that THE VOICE appear to give guidance. No appearance made.

N.G. shares oatmeal cookies baked by mother. Declared delicious by unanimous consent.

V.L. moves to induct N.G. as full member. I.P. seconds. Motion approved 7-1.

Social hour.

V.L. moves to adjourn. V.P. seconds. Motion approved 9-0.



DUNG WORK

ADVENTURE BACKGROUND

The Trades Ward crew of the Dungsweepers' Guild consists of eight hearty souls who toil dawn till dusk sweeping dung, collecting refuse, and emptying the chamber pots of those lacking direct access to the sewers.

The Brunos brothers make up four of the crew, and are about to leave on holiday for a tenday to attend their youngest sister's wedding in Boulder's Gate. This puts the Guild in a bit of a bind - there aren't enough surplus personnel to fill that large of a vacancy for that long of a time, but guild regulations make hiring temporary replacements a nightmarish impossibility.

Fortunately, there are always loopholes to be exploited. Due to their ever-presence in the streets, nearly every organization in Waterdeep owes the Dungsweepers' Guild some sort of favor. When called upon to help sort out the Guild's temporary labor problem, the Lords' Alliance (or another faction of your choosing) arranges to engage adventurers to "protect the crew from the ongoing Zhentarim / Xanathar's Guild gang war."

Although grueling work, cleaning the streets of the Trades Ward doesn't turn out to be as boring as one might imagine. Not a day goes by without something interesting going down the the bustling streets near the City of the Dead.

Will the adventures rise to the challenges occurring during their tenday laboring with the underclass? If they do, the Guild may come to view them as "good dung", a status of brotherhood.

The Dungsweepers' Guild may be looked down upon as filthy laborers, but they hold far more power than most Waterdhavians would ever expect. The Dungsweepers cover every street and alley in the city every day and know all the dung going down in the city, making them an invaluable source of intelligence.

Waterdeep: Dragon Heist Factions

This adventure is based on the first Lords' Alliance mission (for 2nd level characters) on page 38 of the hardcover campaign Waterdeep: Dragon Heist.

The Lords' Alliance is most likely to issue this mission, but any faction could owe the Dungsweepers' Guild a favor. Force Grey, the Harpers, and the Order of the Gauntlet are particularly good fits.

This adventure gives the characters a chance to explore the Trades Ward of Waterdeep. The locations, NPCs, and events in the adventure are largely drawn from FR1 - Waterdeep and the North, City of Splendors, and Volo's Guide to Waterdeep.

RUNNING THE GAME

There are two ways to present the tenday of work with the Dungsweepers' Guild:

Board Game. Give your players some spicy meta fun by presenting the tenday of adventure as a cooperative board game. Each day the players roll dice to advance around a game board, determining the locations encounters take place. A scoring system of "good dung points" is introduced, there is a mechanic for manipulating the days' events, and players are rewarded for an additional layer of strategic thinking. At the end of the adventure, the party might earn a valuable reward from the Dungsweepers' Guild in addition to faction renown

Traditional Play. The adventure provides short encounters for each of eighteen unique locations in Waterdeep's Trades Ward. Pick those that are interesting to you and fit your campaign, or roll behind the screen to choose. Suggested encounters featuring D&D's past are highlighted, and random tables are provided for rolling a single encounter each day, or morning, midday, and evening encounters.

ADVENTURE

INTRODUCTION

The adventurers are drinking with Volo at the Yawning Portal when Jalester Silvermane (or a representative of the faction of your choice) sits down to join them.

“Just the folks I’ve been looking for. I’ve got some important work for you,” Jalester says with feigned enthusiasm.

He goes on to explain that because of the ongoing Zhentarim / Xanathar’s Guild gang war, the Lords’ Alliance has offered protection to the Dungsweepers Guild. The party is to meet the Trades Ward crew at Muleskull Tavern on Ship Street in the Dock Ward at six bells every day for the next tenday, starting tomorrow morning.

Silvermane isn’t telling the whole story, which the characters can ascertain with a successful DC 10 Wisdom (Insight) check. He won’t provide any further information, however, insisting that the Dungsweepers’ Guild will fill in all the details.

Volo seems amused, but he’s also optimistic about the party’s prospects. After Silvermane downs his ale and excuses himself to move on to other business, Volo offers his advice.

“Don’t look so glum, friends,” Volo begins. “I doubt the work will be nearly half as boring as it sounds. The Trades Ward is a bustling place full of interesting comings and goings. It’ll do you all good to get to know that part of our fine city better. If it gets dull, you can always make a game of it.”

“The Dungsweepers,” Volo continues, “may not be the most intelligent, or cultured, or... pleasant smelling. But they’re a good lot. They work hard *and* play hard. You’ll enjoy their company.”

“Plus the Guild holds a lot more power in the city than you might imagine. They have men on every street every day. You could say they’re all up in everyone’s dung,” Volo concludes with a sly wink.

MULESKULL TAVERN

When the characters arrive at six bells the next morning, they are greeted by the guildmaster, Zulgoss Helberad.

Helberad explains that in addition to “protecting” his guild members, the party is more so filling in for the four Brunos brothers on the Trades Ward crew who are traveling to Boulder’s Gate to attend a family wedding. He doesn’t want to get into the politics of it, but explains that this sort of arrangement is fairly common for filling short term vacancies without running afoul of Guild law and city regulations.

Helberad goes on to introduce the party to the Dungsweepers they will be working with for the next tenday.

Cole Ehksit, the foreman, is a cheerful dusty-blond human man in his late 30s. He promises to go easy on characters (“for the first couple days at least”) and enthuses about how he’s looking forward to drinking with them back here at “The Mule” this evening.

Jasper Streetclear is a young halfling with bright eyes and a firm handshake. He proudly announces that he is a fifth-generation member of the Dungsweepers’ Guild.

The first thing you notice about **Faith**, even before her tiefling heritage, is the number of holy symbols she is adorned with. From Chauntea to Tyr, she seems to have all her bases covered. A character proficient in Religion will notice that all of the holy symbols reflect good-aligned gods.

Kamlann is the oldest of the group, a human man with greying hair who doesn’t say much. He answers questions with a nod or a shake of the head, and performs his duties diligently.

They don’t share this information now, but he rest of the crew noticed a change in Kamlann’s personality a few months ago. He was never an especially friendly guy, and it hasn’t impacted his work, so nobody has made anything of it. Unbeknownst to the Dungsweepers, Kamlann was killed and replaced by the **doppelganger** (MM 82) known as Ptola.

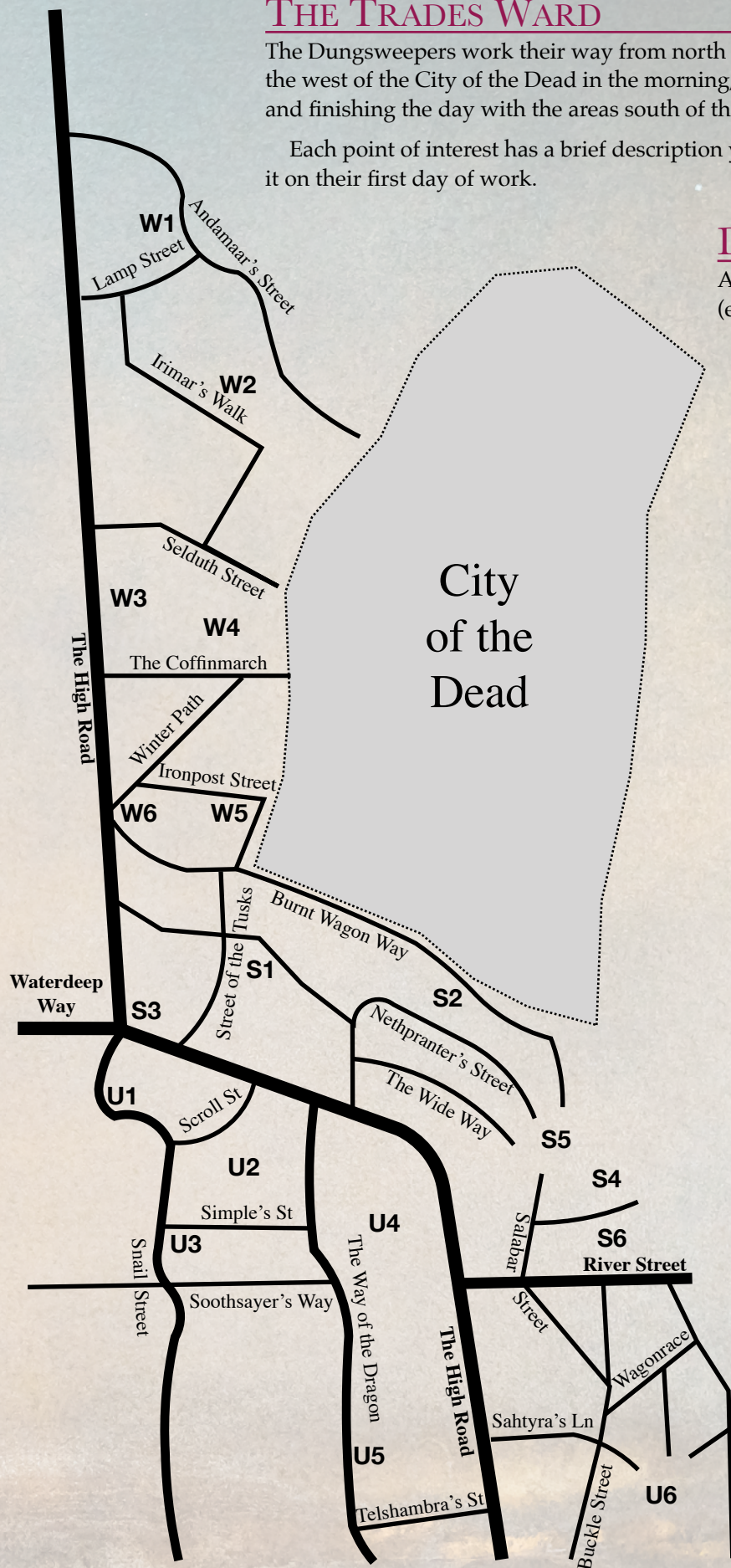
THE TRADES WARD

The Dungswepers work their way from north to south through the Trades Ward: the area to the west of the City of the Dead in the morning, south of the cemetery in the middle of the day, and finishing the day with the areas south of the High Road and River Street.

Each point of interest has a brief description you should share with the party as they pass by it on their first day of work.

DRINKING TIME!

After a hard days work, the party is invited (expected) for drinks back at Muleskull tavern.



Morning - West of the City

- W1** Monastery of the Sun
- W2** Theln Lane
- W3** Dripping Dagger
- W4** Mhair's Tower
- W5** Rejviik's Mortuary
- W6** Gondalim's

Midday - South of the City

- S1** Spendthrift Alley
- S2** House of Cleanliness
- S3** Unicorn's Horn

Lunch Break

- S4** Felzoun's Folly
- S5** Court of the White Bull
- S6** Brindul Alley

Evening - Under the High Road

- U1** Golden Horn
- U2** Virgin's Square
- U3** The Bowels of the Earth
- U4** The Plinth
- U5** The Grey Serpent
- U6** Caravan Court

COOPERATIVE BOARD GAME RULES

OBJECT

Collect *good dung points* as you work with the Dungsweepers' Guild in Waterdeep's Trades Ward. At the end of your tenday's work, if you and your companions have earned enough points, the Dungsweepers' Guild will deem you "**Good Dung!**" and your party gains a special reward in addition to faction renown.

GAMEPLAY

Start the game by placing a token or miniature representing **your entire party** on Trollskull manor in the top row of the game board and mark that you are currently on day 1 of the tenday.

The entire adventuring party takes turns as a group. At the beginning of each turn, roll 3d6, and then move that number of spaces as you traverse the Trades Ward sweeping dung, collecting refuse, and emptying chamber pots.

The space you land on represents something interesting happening as you pass that location. A short encounter occurs as you are accustomed to in a normal D&D session. Depending on the outcome of the encounter, individual characters and/or the party as a whole may gain or lose good dung points.

Continue taking turns until you have worked the streets of the Trades Ward for 10 days.

SPECIAL SPACES

After a dice roll, you may pass certain special locations on the game board. Your token still lands on the space indicated by the dice, but you must first resolve the special space.

Lunch Break. Lunch break, between Unicorn's Horn and Felzoun's Folly isn't actually a space, so don't count it in your dice roll. Every day at around highsun, the Dungsweepers like to stop at Felzoun's Folly for lunch (an encounter only happens if you land on that space). Food and ale total 1 sp per person (the four Dungsweepers plus the adventurers), and the Dungsweepers expect their "protectors" to pick up the tab. If nobody pays, each character loses 1 point. Otherwise, the character who buys lunch earns 1 point.

Muleskull Tavern (night). The Dungsweepers work hard and drink even harder. At the end of the workday the characters are expected to join the Dungsweepers at Muleskull Tavern in the Dock Ward and consume far too much alcohol.

Any character who joins in the festivities earns 1 point, but must succeed on a DC 14 Constitution saving throw or suffer one level of exhaustion.

Drinking until the wee hours of the morning doesn't allow for a good night's sleep, so any character who does so may only benefit from a short, not long, rest as they pass Trollskull Manor.

Unless the party landed on this space, any character may decline the invitation. They don't earn a point but may benefit from a long rest when passing Trollskull Manor.

If the party landed on this space, they got caught up in a big Dungsweeper shindig that was impossible to resist. Each character must succeed on the saving throw or suffer exhaustion. Move the party's token directly to Muleskull Tavern (morning). The characters do not visit Trollskull Manor and cannot benefit from a rest.

Trollskull Manor. Passing through Trollskull manor allows the characters to benefit from a short or long rest, depending if they drank at Muleskull Tavern. An individual character may choose to stay at Trollskull Manor instead of progressing with the rest of the party (see Missing Work).

Landing on this space means the festivities ended up back at your place. The merrymaking did 5 gp of damage (in supplies consumed as well as literally), but the Dungsweepers had a great time! Each character receives 1 point and everyone benefits from a long rest.

Muleskull Tavern (morning). Passing the tavern in the morning collects everyone for the day's work ahead. Advance the day counter by one.

Landing directly on this space means you showed up early and excited to get to work! Each character earns 1 point.

LOLLYGAGGING

Once per day the party can choose to stop on a space they pass over **instead** of the one indicated by the dice. During the course of the game you might learn that something in particular will happen at a certain location on a certain day. Lollygag to make sure you land on the spot you desire, but remember that you can only do it **one** time each day.

MISSING WORK

An individual player might miss all or part of a day of work, either due to injury or simply not showing up that day. Either way, they benefit from an additional long rest. They may not rejoin the rest of the party until the following morning.

The Dungsweepers require a minimum of two characters to assist in the day's work. If at any point there are not at least two characters sweeping dung, the game is over and no faction renown is earned.

Injury. If at any point during the day a character is reduced to 0 hp, death saving throws are not necessary as the Dungsweepers are capable in first aid and will stabilize any character who falls unconscious. However, Guild regulations require that any character injured in such a way must spend the remainder of the work day resting at home.

Not Showing Up For Work. Any character who passes by Trollskull Manor may elect to stay there instead of going to work the next day. Doing so allows them to benefit from a (possibly second) long rest, but they also lose 1 point.

A character may not skip work two days in a row. Well, they can... but if they do the game is over and no faction renown is awarded.

Death. In the highly unlikely event that a character dies the game immediately ends. The Guild isn't accepting any liability - that's the faction's problem.

ENDING THE GAME

The game is over at the end of the tenth day. On this night only, the adventurers may invite the Dungsweepers to a celebration at Trollskull Manor at a cost of 20 gp. If they do, each character earns 1 point towards the final tally.

Winning the Game. The party is deemed Good Dung if they have accumulated:

- At least 8 points per character, and
- A **total** of at least 10 points x the number of characters (e.g., 50 points required for a party of 5 characters)

Reward. If the adventurers turn out to be **Good Dung**, the Dungsweeper's Guild will use its surprising power to help the party (See Special Favors, DMG 229). Any any point in the next year, the party may go to Muleskull Tavern and ask the Dungsweepers' Guild for information on a specific person, place, or rumor in Waterdeep. After 1d10 days, a Dungsweeper contacts the party with accurate information.

"Losing" the Game. Characters who made it through ten days of dung sweeping earn 1 renown with the faction who ordered the mission. Anyone who spent at least a couple nights drinking at Muleskull Tavern is a friendly acquaintance of members of the Dungsweeper's Guild.

TIPS

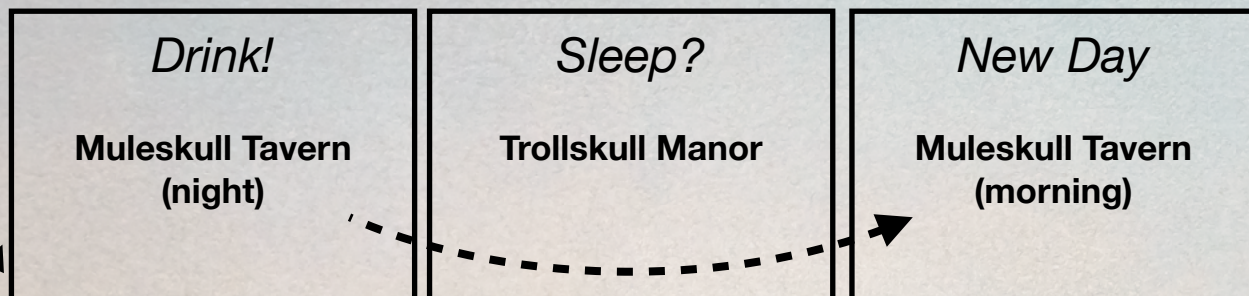
- Watch out for exhaustion. Drinking at Muleskull tavern is an easy (and probably necessary) way to earn points, but suffering levels of exhaustion will inhibit your ability to deal with the days' encounters.
- Many encounters are for a single character to resolve. Pay attention to who is best suited and who needs points.

Exhaustion

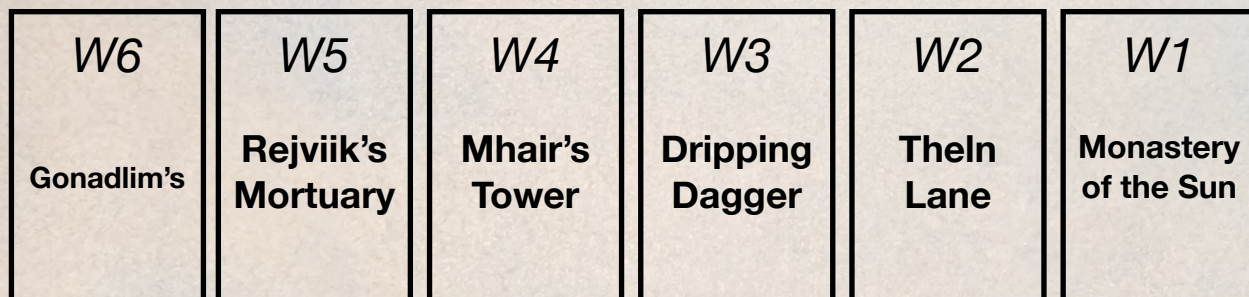
The effects of levels of exhaustion are cumulative. A long rest reduces your level of exhaustion by 1. If a character reaches level 5 they must recuperate at Trollskull Manor.

1	Disadvantage on ability checks
2	Speed Halved (no impact outside combat)
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0

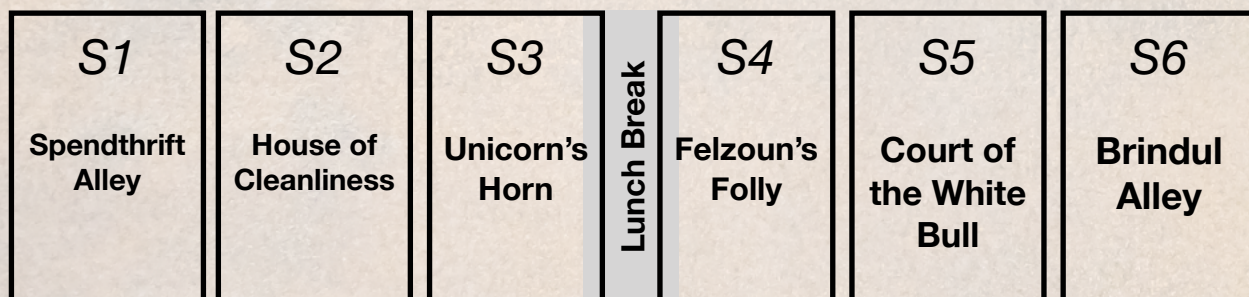
See the sidebar on PHB 291



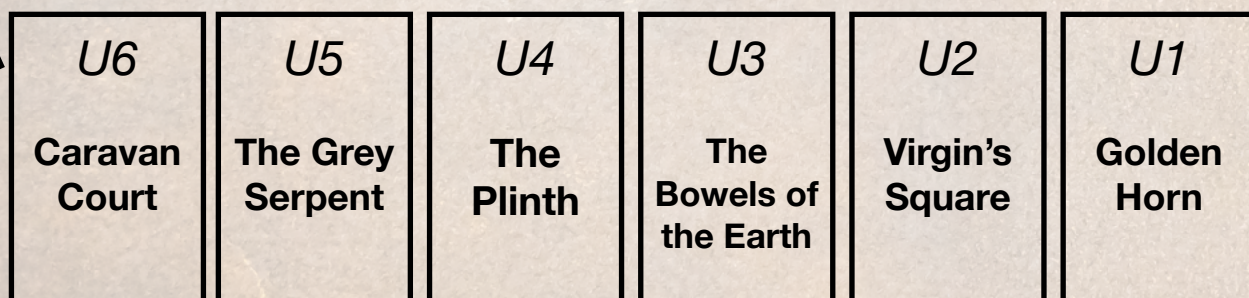
Morning - West of the City of the Dead



Midday - South of the City of the Dead



Evening - Under the High Road



Day: ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

RANDOM DAILY ENCOUNTERS

SINGLE ENCOUNTER PER DAY

d20	Location
1	W1 - Monastery of the Sun
2	W2 - TheIn Lane
3	W3 - Dripping Dagger
4	W4 - Mhair's Tower
5	W5 - Rejviik's Mortuary
6	W6 - Gondalim's *
7	S1 - Spendthrift Alley *
8	S2 - House of Cleanliness
9	S3 - Unicorn's Horn
10	S4 - Felzoun's Folly
11	S5 - Court of the WhiteBull
12	S6 - Brindul Alley*
13	U1 - Golden Horn*
14	U2 - Virgin's Square
15	U3 - Bowels of the Earth
16	U4 - The Plinth
17	U5 - The Grey Serpent*
18	U6 - Caravan Court
19-20	Roll twice, ignoring this result

ADDITIONAL RANDOM ENCOUNTERS

D8	Encounter
1	Drunk man taking a dung in the street
2	Pack of 1d4+2 mastiffs
3	Child caught kicking over chamber pots
4	1d4 swarms of rats
5	A trash barrel on fire
6	2d4 stirges
7	A mocking noble
8	1 crocodile crawled up from the sewer

MORNING, MIDDAY, AND EVENING ENCOUNTERS

D6	Location
<i>Morning</i>	
1	W1 - Monastery of the Sun
2	W2 - TheIn Lane
3	W3 - Dripping Dagger
4	W4 - Mhair's Tower
5	W5 - Rejviik's Mortuary
6	W6 - Gondalim's *
<i>Midday</i>	
1	S1 - Spendthrift Alley *
2	S2 - House of Cleanliness
3	S3 - Unicorn's Horn
4	S4 - Felzoun's Folly
5	S5 - Court of the WhiteBull
6	S6 - Brindul Alley*
<i>Evening</i>	
1	U1 - Golden Horn*
2	U2 - Virgin's Square
3	U3 - Bowels of the Earth
4	U4 - The Plinth
5	U5 - The Grey Serpent*
6	U6 - Caravan Court

* Featured encounter at this location

W1 MONASTERY OF THE SUN

A four story temple adorned with a huge mural of a golden sun, the Monastery of the Sun is home to the Order of the Sun Soul. The mural also features a road traveling into the sun, a pair of eyes surrounded seven stars, and the face a beautiful red haired woman. Proficiency in Religion or a successful DC 12 Intelligence (Religion) check identify those as the symbols of Lathander, Selûne, and Sune, respectively.

MAN KNOWS HIS DUNG

Abbot Hanor notices that among Faith's many holy symbols are Lathandar and Sune. The abbot begins proselytizing to her on Amauntator being the one true god of Light comprising all three of Lathander, Selûne, and Sune. Faith looks confused.

A single character who engages Abbot Hanor can earn 1 point on a successful DC 14 Intelligence (Religion) check (a cleric or paladin who worships one of those gods automatically succeeds) or DC 16 Intelligence (History) check.

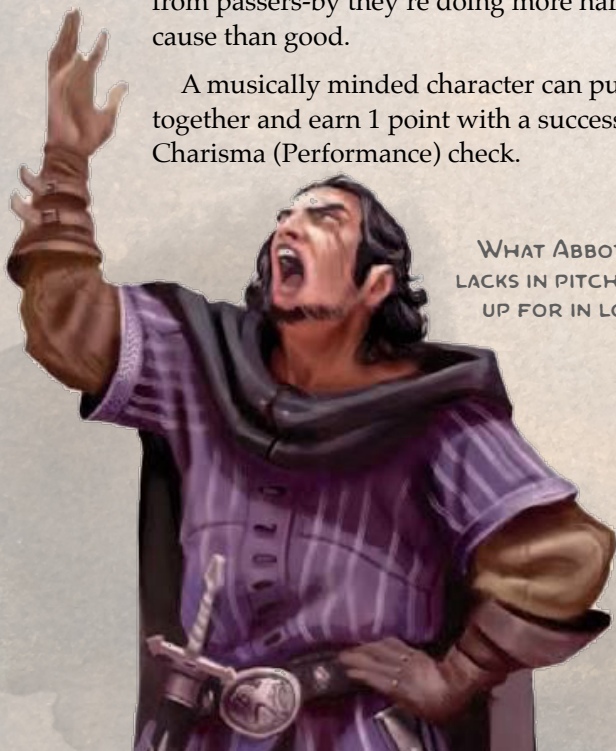
YOU GUYS

SOUND LIKE DUNG

Abbot Hanor has decided to spread the word of Light through music. He has assembled a group of singers and musicians who are outside the monastery performing an ode to Amauntator. They aren't very good, and judging by the looks from passers-by they're doing more harm to their cause than good.

A musically minded character can pull dung together and earn 1 point with a successful DC 12 Charisma (Performance) check.

WHAT ABBOT HANOR
LACKS IN PITCH HE MAKES
UP FOR IN LOUDNESS



W2 THELN LANE

This out of the way alley connecting Andamaar's Steet and Irimar's walk is where the Dungsweepers take the first of many short breaks throughout the day. Jasper fills the large bowl of long pipe with halfling leaf and passes it around. It makes the dull work a lot more tolerable.

CHEATING PIECE OF DUNG

Cole spots the current boyfriend of a former lover pulling the rope ladder up to the window of one of Theln Lane's "hard currency girls" behind himself. Cole asks someone to climb up there and teach that dungbird a lesson.

Unless the character has a climb speed, scaling the brick building requires a successful DC 12 Dexterity (Acrobatics) check. Upon reaching the window the character spies the man engaged in something beyond PG-13. The man's trousers are within reach of the window, and a parchment detailing the beyond PG-13 services available sits atop a stool nearby.

Simply stealing the man's pants earns the character 1 point. If the character slips the piece of incriminating evidence into a pocket with a successful DC 14 Dexterity (Stealth) check, they earn 2 points instead. If caught, the woman shrieks and the man curses, but it's not too late to grab the trousers and run!

CATCH THAT LITTLE DUNG!

A human boy (**commoner** MM 345) of perhaps 11 years old interrupts the Dungsweepers' respite yelling out "Hey! Stinky men!" and throwing a few rocks, one of which grazes Kamlann's arm, before running away.

Kamlann roars, "Catch that little dung!" Use the rules for Chases on page 252 of the Dungeon Master's Guide. The player who catches the little punk earns 1 point and the satisfaction of doing the job they were supposedly hired to do.

The boy claims that he was paid by the Xanathar's Guild to attack the Dungsweepers. An interrogation including a successful DC 8 Charisma (Intimidation) check reveals that the man who paid the boy had the flying snake of the Zhentarim tattooed on his wrist.

W3 DRIPPING DAGGER

Even in the middle of the morning, laughter rings out from the taproom of this old 4 story inn. The signboard is scarred with weapon marks. Jasper explains, "it used to be full up with daggers folks would throw into it. Then some no-good grabbed one to stab a lady, and the City Watch made poor Filiare take 'em all down."

GOLD TALKS, DUNG WALKS.

The proprietor of the Inn of the Dripping Dagger, Filiare, notices the adventurers and offers them mercenary work at the very generous price of 5 gp per day. When the party declines, he offers them a 1 gp bounty per fighter they can send his way within the next 3 days.

If by day __ (today +3) any mercenaries were referred to Filiare, the characters can later return to claim their reward. The Dungsweepers expect half, but each character earns 1 point

IN DEEP DUNG

A muscled human man with a hawklike face nervously approaches the Dungsweepers in the street. "You guys know things, right? Do you know anyone with the Harpers you could introduce me to? Discreetly?"

"Get lost, dung for brains," Cole scolds, and the man turns dejectedly to return to the inn.

If a character engages him, Aluar Zendo explains that he fears that he just stepped in dung, figuratively. A few days ago Aluar bought a magic sword from a seedy looking character in Spendthrift Alley. When he got back to his room to examine it, the sword started singing! Aluar has heard that a singing sword is made only for a Harper and worries about the kind of trouble he's going to be in when the Harpers find out he acquired one.

A character who knows Mirt could miss work for a day trying to track him down. They'll find he's hanging out at the Bowels of the Earth this tenday.

If a character returns to Aluar, who rents a room at the Dripping Dagger, with an invitation to visit Mirt, Aluar rewards them with 20 gp. Splitting it with the Dungsweepers earns the character 1 point.

W4 MHAIR'S TOWER

The only mage's tower in the Trades Ward is just to the west of the city of the dead. It has oval shaped front door is crafted from mithril and copper. Cole says he's heard rumors that it is connected magically to Blackstaff Tower. He's also heard rumors that the tower is just a decoy for thieves and doesn't actually exist.

WOW, SHE'S OLD AS DUNG

Time sensitive - before 8th-day.

An old crone is wandering aimlessly in the area around the wizard tower, begging passersby to help find her cat.

If the party agrees to help, they are able to locate the cat with a successful DC 10 Intelligence (Investigation) check. Finding the cat is a good deed that goes unrewarded.

A successful DC 12 Intelligence (Arcana) check reveals that the cat is a wizard's familiar. Upon learning of this conjecture, the crone winks and encourages the party to return on 8th-day. Then she and the cat suddenly vanish.

WHAT A DUNG SHOW

Time sensitive, 8th-day only.

Dozens of amateur (as judged by the quality of cantrips half-successfully going off all around) magicians are gathered at the foot of the tower.

A petite woman with long, glossy black hair and piercing blue eyes materializes before the tower. Mhair Szeltune announces that the 7th Annual Amateur Wizarding contest begins!

Any character not already registered with the Watchful Order of Magists and Protectors can participate. A character who found the crone's cat (Old as Dung, above) sees Mhair briefly turn into the crone and wink at them as before, inviting them to show these kids a thing or two. Otherwise a character who is a known wizard can pass themselves off as a lowly dungsweeper with a successful DC 12 Charisma (Deception) check.

Casting a quality, non-destructive cantrip is enough to win the contest and the prize - a ring that allows the wearer to cast Unseen Servant (PHB 284) once per day. If the character gives the ring to the dungsweepers, they earn 3 points.

W5 REJVIK'S MORTUARY

The Dungsweepers' Guild holds the traditional right to "glean the sweepings", and Rejviik's Mortuary is the Trades Ward Crew's bread and butter. It's amazing what a corpse comes in with that doesn't make it into the casket (and that's after the morticians take their pick!)

THAT'S SOME SCARY DUNG!

The party is collecting bins of trash in an alley when the back door of the mortuary is flung open and a halfling runs out chased by a **mummy** (MM 228).

If the party defeats the mummy, each character earns 1 point. If the party retreats, the mummy chases the halfling back into the mortuary. The characters hear agonizing screams and then nothing more.

The halfling, Nora Sunmeadow, is Rejviik's apprentice. She was preparing the body of the old Mulhorand man per the exact instructions dictated by his will.

TURNING DUNG INTO GOLD

Most days the trash outside the Mortuary doesn't yield anything worth turning over to Zulgoss Helberad, but occasionally the Dungsweepers strike pay dirt. Today's load of refuse is much larger than usual and looks promising.

Have each character make a Wisdom (Perception) check as they paw through the refuse. On a 16 or higher they find something valuable and earn 1 point. On a 19 or higher they find something really good and earn 2 points instead.



JUST WHEN THE
UNDERTAKER THOUGHT
SHE HAD IT ALL
WRAPPED UP

W6 GONDALIMS

This inn is a favorite of the Trades Ward crew. Not because any of them could ever afford to stay there, Jasper explains, but because the proprietress, Shulmeria Gonadlim, has revived her grandfather's tradition of saving the leftovers of the leftovers (after the servants have eaten) for the Dungsweepers as they pass by midmorning.

DUNG JUST KEEPS COMING BACK!

Featured Encounter.

A perfectly good wooden door, spare a huge blood stain, stands in the alley beside the inn next to barrels of trash. "Oh, not this dung again," mutters Jasper. He turns to the party, "Uh... one of you carry that door to the wagon."

When a character approaches the door, the blood stain transforms into the poltergeist (**specter** variant MM 279) of Princess Shaerglynda of Tethyr, who was murdered in the inn generations ago.

Pinned to the kitchen door door by the sword that did her in, the princess's blood drained out, leaving behind a crimson stain.

The door has been replaced dozens of times over the years, but each time the princess's spirit finds its way back to the place of its death and the blood stain begins spreading again.

The characters each earn 1 point when the poltergeist is defeated, but the spirit will no doubt find its way back to the inn and begin a fresh stain on the new kitchen door.

DUNG HAPPENS

The characters overhear a conversation from the balcony of a second story room above. "...it started singing *Cherlrigo's Darkness* and suddenly I couldn't move. It floated over and snatched away the magic key I had just purchased at Spendthrift."

"Oh you poor dear," another voice replies. "We shall steer far clear of Brindul Alley for the remainder of our visit!"

If the characters defeat the Hand That Sings in Brindul alley, they also recover a *mystery key* (XGE 138).

S1 SPENDTHRIFT ALLEY

Street vendors in stalls and carts sell a wide array of merchandise here, the variety of which can't be found in any store.

DUNG JUST GOT UNCOMFORTABLE

Featured Encounter

Included in the bustling market is a barrel-topped wagon from which flamboyantly dressed humans with exotic facial features are hawking shawls and coats crafted from pure white wolf pelts.

A old woman sits on a stool near a crate shuffling a worn deck of cards. She spots the Dungsweepers and calls out to them. "You who keep the city free of stench and disease. The cards ask that I bring you to them so they may reveal secrets!"

"I think she's Vistani!" Faith gushes. "Their gods grant them powerful divination magic. C'mon guys, we have to find out what they know!"

Zarya Dimitrova asks a steep price for the telling, one whole gold dragon. Cole is outraged, but Faith is adamant. The Dungsweepers can't afford this extravagance, but it one of the characters volunteers to pay they earn 1 point.

The old woman begins the reading, flipping over five cards from her tarokka deck in succession:

"The first card tells of your bond," she says, revealing the five of coins, Guild Member. Zarya chuckles. "No surprises so far, I imagine"

"This card tells of your role," she nods to Cole and reveals the one of stars, Transmuter. "You are blind to chaos to come." Cole grunts, clearly unimpressed.

She reveals the two of glyphs, the Missionary as she gestures towards Faith. "You are favored by goodness to share its message with others." Faith is beaming.

"I sense that your presence reflects more than just yourself. Your family perhaps?" She points to

Jasper before turning over the two of swords, the Paladin. "Your diligence in your work spans generations, does it not?" Jasper nods, mouth agape.

"And you." Nodding to Kamlann she turns over the seven of stars, the illusionist. "Ah, you are not what you appear to be," she concludes with a furrowed brow.

The back of the next card on her deck is much more elaborate than the others. "How ominous. The High Deck wishes to make an appearance. It presents a warning of great importance." Zarya turns it face up revealing the Marionette, and her eyes grow wide. She turns towards Kamlann while making a gesture as though creating a ward of some kind. "A being of great power, a spy is among you. Beware the seven of stars! Begone with you. Away from my vardo, away from my family!"

The Dungsweepers' reaction depend on what has transpired in the game so far.

No Evidence for That Crazy Dung. Unless there has been some other evidence that Kamlann is not who he claims (like being caught red handed at the Unicorn Horn), the Dungsweepers don't put much stock in the fortune telling.

"Well that was a waste of time and gold. Bat dung crazy old woman," Cole concludes. Kamlann laughs the whole thing off. Jasper was amazed that the fortune teller knew of his family, but shrugs it off as he comes around in defense of his friend. Faith, on the other hand, is suspicious and keeps Kamlan at arm's length from here on.

Dung! The Jig is Up! If the **doppelganger** (MM 82) Ptola fears that he's been found out (e.g. he has previously been spotted in another form), Kamlann shouts in a voice clearly not his, "Curse you old woman! When your time comes may the Raven lose its course!". He transforms into an aarakocra (MM 12) and takes to the sky.

If the characters attack, Ptola engages in combat only if they manage to force him down to the ground. If they do so, he fights to the death and reveals no secrets. If Ptola is defeated, each character earns 2 points.

S2 HOUSE OF CLEANLINESS

The Launderers' Guild is the arch-rival of Dungsweepers' Guild. Not professionally, of course, but in the area of darts leagues and trivia nights. The two factions also have a long standing history of juvenile practical jokes.

HEHE, CHECK THIS DUNG OUT

Cole has the perfect prank to get those stupid Launderers. He's been eating beets and boiling down and saving the bright red juice. He asks for a volunteer the Launderers won't recognize to go inside and dump the jar of beet juice into the guild's soap barrel.

A character can easily gain entry to the House of Cleanliness provided the player gives some sort of plausible reason to the guild member who opens the door. Sneaking the beet juice into the soap barrel undetected requires a successful DC 11 Dexterity (Sleight of Hand) check. If the character can get out of the guildhall without the Dungsweepers getting caught, they receive 1 point.

GONNA BEAT THE DUNG OUTTA YOU

A small human wearing an impeccably clean and starched pink jumpsuit enters the street to confront the Dungsweepers.

"We know you did this! Which of you is going to settle things the old fashioned way?"

After a character volunteers, the man yells, "Heros! Get out here!" A brute standing nearly 7 feet tall with arms the size of tree trunks emerges. He looks plenty menacing in his pink jumpsuit.

The fistfight (unarmored and unarmed) goes until a fighter falls unconscious. The character gets 1 point if defeated, 3 if they pull off a victory.

HEROS

Medium humanoid (human), neutral good

Armor Class 12

Hit Points 17 (2d10+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

Skills Athletics +5

Languages Common

ACTIONS

Punch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 6 (1d4+4) bludgeoning damage.

HEROS BECAME EVEN MORE INTIMIDATING WHEN HE CHANGED INTO HIS BRAWL'N KILT



S3 UNICORN'S HORN

At a prime location, the corner where the High Road turns North instead of continuing into Waterdeep Way, sits the most disgustingly opulent inn in the city. Disgusting in terms of the taste of the decor, that is.

LOOKING INTO SOME DUNG

The Dungsweeper's Guild was asked to keep tabs on a wealthy gnome merchant named Unvera Oomtrowl visiting from Neverwinter.

The Dungsweepers enlist the characters help in digging through the trash bins for clues. The character with the highest result on their Wisdom (Perception) check (provided it is higher than 12) earns 1 point by finding evidence that Oomtrowl is dissatisfied with the accommodations at the Unicorn's Horn and plans to / has moved (depending on the day this is discovered) to the Grey Serpent for the later half of her stay, starting on 6th-day.

SOME HIGH QUALITY DUNG

Dependent on being issued the goods-fencing missing by Haerlit Thomm at Felzoun's Folly.

"Arrogant Dunghead wouldn't even talk to me," Cole fumes after being turned away by Quendever Ilistrym, the Inn's proprietor. He looks down at his dung smeared coveralls and smirks. "Maybe it's to do with how I'm dressed?"

A character who can get cleaned up and look sufficiently aristocratic can gain an audience with Ilistrym to move the hideous piece of heirloom furniture, earning 1 point. If they are able to negotiate a better price with a successful DC 14 Charisma (Persuasion) check, the Dungsweepers pocket the extra profit and the charter earns an additional point.



S4 FELZOUN'S FOLLY

Sweeping dung all morning works up an appetite! The food and ale at Felzoun's Folly come cheap and in large portions, making it the daily lunch spot of the Dungsweepers. Over the years they have cultivated a good relationship with the owner, Felzoun Thar, a bristle-bearded dwarf who arranges mutually beneficial side work.

NEED TO MOVE SOME DUNG

Felzoun Thar and Haerlit Thomm use the bustling tavern as a front for fencing stolen merchandise, and the Dungsweepers often serve as a go-between for the illicit transactions. Thomm's speciality is fine furnishings, and he's found a piece that would be perfect for questionable taste of Quendever Ilistrym, proprietor of the Unicorn's Horn Inn.

STOLE SOME STOLEN DUNG

"Jasper!" Felzoun Thar shouts into the street. "I need yer help with something. Bring your cart round back of the bar."

When the characters arrive in the back alley, they see a terrified looking halfling tied to a chair in a small shed adjacent to the tavern's rear entrance.

"This little piece of dung," the dwarf roars, "had a simple delivery to make, but instead he decided to steal from me. Now I got a magic sword gone missing and if a certain somebodies find out about it I'm up dung creek without a paddle. Fastfoot here ain't talking, but maybe a little bath will change his mind. Roll that camber pot barrel over here!"

Thar instructs two of the larger characters to grab the halfling by the feet and dunk him headfirst into the barrel of excrement waiting to be be dumped down the next available sewer grate. If the characters comply, they each earn 1 point.

If no one is willing to assist in the disgusting interrogation technique the each character loses 1 point as Cole and Kamlann take on the chore.

Either way, the Harol Fastfoot relents before hitting the sewage. "Alright, I confess," the halfling cries. "I unloaded it in Spendthrift Alley to some human. Said he had to go back to his room at the Dripping Dagger to get the gold."

S5 COURT OF THE WHITE BULL

Named for the tavern destroyed in a mage battle, which in turn was named for an albino bull born on the same spot, the Court of the White Bull is now primarily an open air livestock market - so there's plenty of dung to sweep. Signs reading "Warning: Magic Prohibited" are posted near the entrances to the area.

Don't explicitly disclose this to the players (if they ask, their character is aware on a successful DC 14 Intelligence (History) check), but magic used in the Court of the White Bull generally has the opposite effect intended. Additionally, roll once on the *Wild Magic Surge* table (PHB 104).

DUNG'S GOTTEN OUT OF HAND!

A wild horse for sale apparently wasn't as broken in as the rancher had claimed, as is evidenced by it charging around the square, wrecking havok.

A character can get the horse back under control and earn 1 point with a successful DC 16 Wisdom (Animal Handling) check. If they fail, let the others have a shot at it. If nobody manages to calm the horse down, it knocks over the refuse cart, costing each character who failed 1 point.

DUNG JUST GOT STUCK UP THERE

A trio of gnome cowboys are tugging at a rope that seems to have gotten tangled in the branches of the only tree in sight.

Boddynock Pilwicken explains that he was just about to lasso a runaway calf when his horse got spooked. He was thrown off balance and lassoed a tree branch instead. Luckily his brothers Zook and Pallabar were able to chase the calf down on foot and wrestle it into submission, but now they can't get the lasso down.

The tree has been completely stripped of low hanging branches and its bark, so climbing it requires a successful DC 14 Dexterity (Acrobatics) check.

The character rescuing the lasso earns 1 point as the gnomes invite the entire crew to polish off a bottle of gnomish throatburn with them. The whisky lives up to its name.



ILLUSTRATION PAINTED
MOMENTS BEFORE DISASTER

S6 BRINDUL ALLEY

The crescent shape of this alley allows one to be out view from Sorn Street and River Street, making it a discrete spot for a mid-afternoon smoke break.

ARE YOU SEEING THIS DUNG!?

Featured Encounter

While the party is busy emptying trash bins in Brindul Alley, a spectral, animated, severed human hand with a mouth in its palm appears from behind a crate about 50 feet down the alley and begins singing over and over a little ditty beloved by schoolchildren believing themselves clever, but absolutely despised by the Dungsweeper's Guild:

"Stinky men, have no class
Clean what comes from a donkey's butt
Stinky men, down on their luck
Drink 'till they don't give a care
Stinky men, wish they could quit
'Cos they walk around covered in dung!"

The Hand That Sings attempts to steal the valuables of anyone charmed by its song and focuses its bite attack on whoever who tries to stop it. If the party defeats the hand, each character receives 1 point.

BRO, EVERYONE CAN SMELL THAT DUNG

A halfling with long greasy hair appears around the corner, exaggeratedly sniffing at the air. He pulls out a pipe of his own and fills it with leaf, and extends it by way of inviting himself to join.

Callus Copperkettle is a pretty mellow guy, and the dungsweepers enjoy chatting with him. As the break is finishing up, Callus asks "Has Zulgoss heard anything concrete from Starsong about hiring?"

Have each character make a Wisdom (Insight) check. If they have dealt with the Zhentarim the name Starsong sounds familiar and they make the check at advantage.

On a 15 or higher, the character realizes that Copperkettle is trying to pry information he maybe shouldn't have. Warning the dungsweepers earns 1 point.

Otherwise, they assume Callus is asking about getting a job. Cole discloses that Starsong wants 3 men before the end of the tenday.

THE HAND THAT SINGS

Small ooze (living spell), chaotic neutral

Armor Class 13

Hit Points 27 (5d10)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	16 (+2)

Skills Performance +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 100 ft (blind beyond this radius), passive Perception 10

Languages only performs songs. Can perform songs in any language it can hear, but doesn't understand any spoken language.

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) piercing damage plus 2 (1d4) poison damage.

Haunting Song. *As a bonus action on its turn, the hand sings a song in the language it most recently heard spoken. Every creature within 100 feet of the hand who can understand that language must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The hand must take a bonus action on subsequent turns to continue singing. It can stop singing at any time. The song ends if the hand is incapacitated.*

While charmed by the hand, a target is paralyzed. Whenever the target takes damage from a source other than the hand it can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to the hand's song for the next 24 hours.

U1 GOLDEN HORN

The Golden Horn Gambling Hall is known for its dim lighting, plush red decor, titillating entertainment, and high house edge.

DUNG JUST GOT WEIRD

Featured Encounter

The party is cleaning outside the Golden Horn Gambling House when the usually demure Kamlann announces that he's going around to the back entrance to "take care of some personal business". The Dungsweepers understand that Kamlann is friends with the doorman on this shift, and often takes advantage of the opportunity to drop a dung in luxury.

Kamlann is actually the doppelganger Ptola, one of whom's identities is Senya, a glamorous human female courtesan who works some nights at the Golden Horn.

The character with the highest passive Perception notices Senya leave the rear entrance a few minutes later and transform into Kamlann.

If confronted, Kamlann begs the character not to betray his secret. If the character agrees, they earn 1 point.

If the character tattles, Kamlann protests: "Well, that's the stupid dung I've ever heard!". The Dungsweepers rise to his defense, and the character loses 1 point.

If at any point during the rest of the adventure the character can prove that Kamlann is a doppelganger (e.g. the fortune telling in Spendthrift Alley), that character earns 3 points.

DUNG LUCK

A drunken and dejected looking human is sitting on the ground in the alley, rolling a six sided die over and over, cursing after each roll.

Stowe Kastik sees the crew and holds up the die. "Magic cheater die. 5 shards and it's yours. I can't figure out how they made it work, but they fleeced me good with it. At least I managed to snag it on my way out. C'mon. I'm flat broke and need to eat tonight."

Casting *detect magic* reveals the die is indeed magical. *Identify* reveals the gesture needed to control the number this *charlatan's die* rolls.

U2 VIRGIN'S SQUARE

So named for lore that virgin men and women were sacrificed to dragons on the site, Virgin's Square is now known as a place where mercenaries advertise their services.

DUNG AIN'T WHAT IT SEEMS

The plaque beneath a statue of stocky man with a scarred face and eyepatch reads "*Blazidon One-Eye, Beloved Patron of Virgin's Square Mercenaries*". He probably looked a lot better before the pigeons got to him. "What a disgrace," says Cole. "Man deserves better than to be memorialized in bird dug." He hands the nearest character a mop from the cart.

The statue has been replaced by a mimic (MM220). The party is surprised when the mop sticks to the statue, and a giant mouth appears the near the statue's waist and attempts to bite the character. If the party defeats the mimic, each character earns 1 point.

OH DUNG!

THAT'S A DRAGON!

Three men wearing black ropes occupy the center of the square and are being given a wide berth - because they have a black dragon wyrmling (MM 88) on a chain leash! Suddenly the wyrmling spins around, spitting some sort of fluid from its mouth. It splashes each of dragon cultists, and their bodies melt into piles of goo.

The wyrmling starts running wild around the square as even tough looking mercenaries run screaming. If the party can defeat the wyrmling, each character earns 1 point.

How cultists have a baby dragon inside a city protected by *Aghairon's dragonward* is beyond the scope of this adventure.

TAKING CARE OF SOME DUNG

Dependent on W3 Dripping Dagger, "Gold Talks, Dung Walks"

If the characters visit Virgin's Square after being asked by Filiare to recruit soldiers for hire, they are easily able to find 1d8+1 mercenaries up for the job.

U3 BOWELS OF THE EARTH

This old stone tavern is a favorite haunt of adventurers of all stripes, and is even rumored to be a hangout of the resurgent Shadow Thieves.

ALREADY DUNGFACED

A portly, well dressed man with an impressive mustache comes staggering out of the tavern and learns on a character to steady himself.

If a character knows Mirt, he's even friendlier than usual. If asked to meet with Aluar Zendos from the Dripping Dagger, Mirt happily agrees.

Mirt asks the characters, somewhat embarrassed, "I seem to find myself in no condition to get home under my own power. Could I trouble you to flag down a hire-coach and lend me the fare? I seem to have drank or gambled away all the coin on my person. I will be conducting business here all tenday, and when you return I shall repay you double. Plus it never hurts to have a [hic] Masked Lord of Waterdeep in your debt!"

A character can easily flag down a hire-coach on Snail Street. The trip to Mirt's home in the Sea Ward costs 4 sp.

If the characters return to the Bowels of the Earth, Mirt repays 8 sp as promised, and also buys the entire crew a round of drinks, which earns the indebted character 1 point.

DUNG EATING GRIN

The signboard hanging over the inn features an elaborately painted pile of manure skewered by a spade. As you approach, four schoolchildren are lobbing handfuls of dung at it, most sailing far astray of the target.

"Lemme show you how it's done," Cole says with a laugh. He grabs a spade and uses it to fling a pile of dung towards the sign, which sticks just below the word "Earth". He hands the nearest character the shovel. "No reason we can't have a little fun on the job. Give it a go."

The object of this game, nearly as old as the signboard itself, is to stick dung to where the pile of manure is painted. Allow each character one shot, making a ranged attack with the spade as an

improvised weapon. The player with the highest attack roll, so long as it is 16 or higher, made the best shot and earns 1 point.

U4 THE PLINTH

The needle-like tower rising six stories into the sky is a place for all to worship any gods they please. Faith practically grew up here, sheltering out the long cold Waterdeep winters in its warmth.

THE DUNG

SOME FOLKS WILL TRY

"Heads up! Another sacrifice incoming!" shouts Jasper. Sure enough, the characters look up to see a dark haired woman fling herself from the top of the tower six stories above. The characters need to think fast before the woman becomes work for them to clean up.

Using magic such as *feather fall* or *levitate* is the safest approach. By the time the woman hits the ground she's going to do 6d10 bludgeoning damage. What ever action the characters take, remember they have less than two seconds to execute it so set the DC accordingly.

If the woman is saved, she tells the party her story. Taweret is the youngest daughter of spice traders from Mulhorand who commanded she sacrifice herself to Nephthys in hopes of a safe journey home. She takes her survival as a blessing from her god, and vows to stay in Waterdeep spreading her tale of miracle. The character who saved Taweret gains 1 point.

TALKING DUNG

A middle aged human stands outside the Plinth, hurling insults at every god he can remember to name. Everyone hears him yelling his grievances: a tornado spawned of out summer storms, destroying his home and farm and killing his entire family. Faith is horrified by the scene.

The City Watch will show up to arrest the blasphemer soon which will only make his wretched life worse. A character can successfully intervene and earn 1 point with a DC 16 Wisdom (Religion) or DC 12 Charisma (Intimidation) check.

U5 THE GREY SERPENT

Newly constructed in the years since the second Sundering, the Grey Serpent perhaps the most luxurious and comfortable inn in all the Tradesward - with prices to match! It is rumored to be named for its late founder's ability to polymorph at will into a giant snake. Apprentices of the Launderers' Guild clean clothes for the wealthy clientele on site.

WE AIN'T TELLING YOU DUNG

6th-day or later only. Dependent on learning the gnome Unvera Oomtrowl's plans in at S3 Unicorn's Horn "Looking Into Some Dung".

The party arrives as three Launderer's Guild apprentices (**commoners** MM 345) are out back taking a break to smoke some halfling leaf. As the characters approach they overhear:

"That gnome up in the penthouse suite has to be the most generous tipper ever. It was only two shirts, but the coin she gave me was bigger than two months wages!"

"No surprise she can afford it," another apprentice remarks, "I heard she was in town setting up a deal to... Oh, I thought I smelled something coming."

The Launderers aren't friendly with the Dungsweepers, and if the characters have successfully pulled off a prank at the House of Cleanliness they make ability checks to interact with the Launderers during this encounter at disadvantage. A successful DC 22 Charisma (Persuasion) or DC 18 Charisma (Intimidation) check is required to talk the information out of the apprentices. A bribe of at least 3 gp would do the trick, as does non-lethal violence.



DUNG SURE HAS CHANGED

Featured Encounter

The former proprietor of the The Grey Serpent, Orlpiir Hammerstar, is alive but not well. He managed the curse of lycanthropy (see MM 207) for decades before finally being driven mad about 2 years ago. Since then he has remained exclusively in serpent form, only emerging from the cellar of the inn to hunt once every 20-30 days.

The **wereserpent** lurks near the refuse barrels waiting for a humanoid sized meal. Make a Dexterity (Stealth) check for the wereserpent. Any character with a lower passive Perception score is surprised during the first round of combat. If unnoticed, the wereserpent will wait until a character is within 15 feet before attacking.

If the wereserpent is defeated, it transforms into a tall and lithe human man with a prominent beak nose. The characters each earn 1 point, and the Dungsweepers help dispose of the corpse.

WERESERPENT (SERPENT FORM)

Medium humanoid (shapchanger), chaotic evil

Armor Class 14

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) piercing damage plus 2 (1d4) poison damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wereserpent lycanthropy.

IN HIS HEYDAY, ORLPIIR TOOK
DOWN A HILL GIANT WHO WANDERED
INTO HIS BACK ALLEYWAY

U6 CARAVAN COURT

The day's work for the Trades Ward Dungsweepers ends where the Southern Ward Crew began. Despite the twice daily attention the square is always covered in dung from the nonstop around the clock comings and goings of caravans.

WE EARNED THIS DUNG

Yet another caravan pulls into the courtyard and stops near where crew is currently sweeping dung. Two dragonborn – caravan guards judging by how heavily armed and armored – waste no time. One has already pulled down a couple of packs and broken into a bottle of whisky by the time the other one cornered the caravan leader, who is presently counting out their pay.

“That was one hells of a slog,” says the green scaled guard. “But worth it. Let's go get us something pretty”.

“Dung yeah,” replies his blue scaled friend. “Not the sleazy cash up front girls in Theln lane neither. Some classy ones at the Golden Horn.” They exchange what would best be described as a high five and then saunter west onto Sahtyra's Lane while passing back and forth the quickly draining bottle of liquor.

Have the characters make a Wisdom (Perception) check. They have all learned where to find some beyond PG-13 commerce in the Trades Ward. On a 16 or higher they noticed that Kamlann looked uncomfortable for a moment when the Golden Horn was mentioned.

If a character confronts Kamlann about it, he admits that he has friends at the Golden Horn and doesn't like hearing the place spoken about the way the dragonborn did. A successful DC 18 Wisdom (Insight) check gives the character the impression that there's more to it, but the typically tight lipped Kamlann won't say anything more on the subject.

GOING APE DUNG!

A cart of forge-bars from Citadel Adbar being unloaded by a pair of stout dwarves has brought a pair of stowaways to the city. Two **imps** (MM 76) who had taken the form of rats scurry out and polymorph into their true form, generating a scene of chaos.

Defeating the imps earns each character 1 point.

THE ENTIRE TIME HE BATTLED CARAVAN RAIDERS, DROGOBJÖRN WAS FOCUSED ON THINGS BEYOND PG-13



ALL IN A DRAY'S WORK

ADVENTURE BACKGROUND

Maxeene Rhiosann had a long and illustrious career with the Council of Musicians, Instrument-Makers, and Choristers. An opera singer famous throughout the North, she also taught voice at the New Olamn bard college and was long the Lady Voice of the Council. In retirement she now pulls a dray in the streets of the Castle Ward.

Maxeene is secretly afflicted by a very rare form of lycanthropy. On her final tour of the Sword Coast, Maxeene met and fell in love with another aging performer, an actor who was in a very famous vaudeville show. In a fit of passion one night she was bitten by her beau, Jaques Horsemann, and she too became a werehorse.

Aside from an uncontrollable urge to gallop freely on nights of the full moon, Maxeene suffered no ill effects of the curse and chose to embrace the condition she shared with her lover.

The couple enjoyed three happy years together in a small cottage on the edge of the Misty Forest before tragedy struck. Jaques suffered from fits of depression common to those of the creative professions and passed due to consumption.

Maxeene returned to Waterdeep and, as a long time member of Those Who Harp, rededicated herself to the organization. Wishing to keep her lycanthropy a secret, she approached the Harper Mirt in horse form and the two arranged for her to act as a spy on Waterdeep's busy streets.

Gathgaer Milomynt, an evil slave trader, is fanatic in the church of Shar. He believes Selûne's twin is the origin of all lycanthropy and has made werebeast research his life's work.

Gathgaer's efforts led him to Jaques, and in turn Maxeene. After polite invitations to meet him were turned down, Gathgaer decided to take matters into his own hands.

Now imprisoned by Gathgaer behind silvered bars, Maxeene awaits her forced transformation at the next full moon in three days time.

OVERVIEW

The adventure is divided into the following sections:

Foal's Errand. The characters are tasked with locating a talking horse who has been collecting intelligence on Zhentarim operatives.

Mare Could She Be? Maxeene has disappeared, but her home and office yield clues to her abductors.

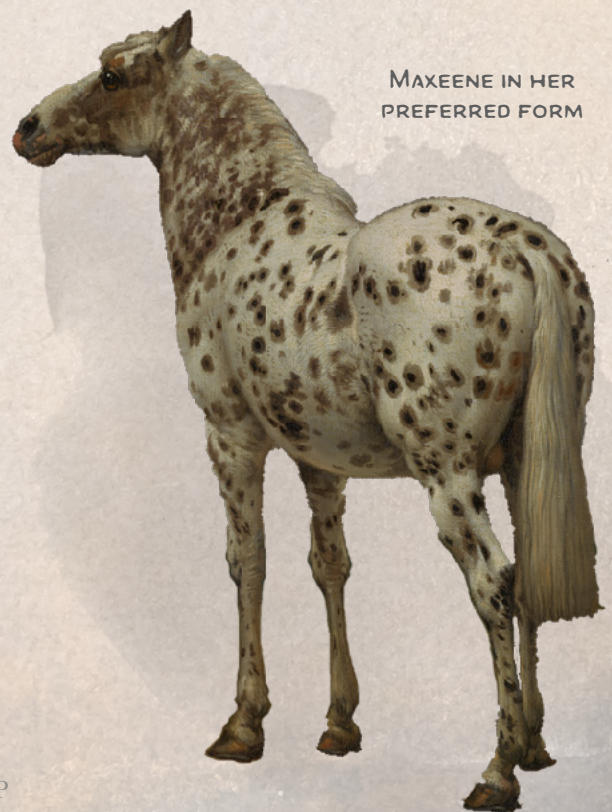
A Colt Following. Gathgaer and his minions are holding Maxeene prisoner deep below his home. Will the party succeed in rescuing her?

Waterdeep: Dragon Heist Factions

This adventure is based on the first Harper mission (for 2nd level characters) on page 37 of the hardcover campaign Waterdeep: Dragon Heist.

Although Maxeene's background makes this an ideal adventure to originate from the Harpers, any other faction might know of the horse spy and enlist the characters to contact it for intelligence on a rival organization.

In a campaign set outside of Waterdeep, Maxeene could be a spy anywhere horses are put to work.



MAXEENE IN HER
PREFERRED FORM

FOAL'S ERRAND

In the first part of the adventure, the characters are assigned the mission of finding a talking horse that has been gathering intelligence on Zhentarim operatives. If you are using this adventure as the first Harper faction mission for *Waterdeep: Dragon Heist* (39-40) and the characters have not yet met Mirt, a special adventure hook is provided.

MIRT AT THE OPERA

The characters are relaxing at Trollskull manor when a bird comes shooting in through an open window and flutters about the taproom. As it slows, it becomes apparent that while indeed a bird, it is not a living creature. The "bird," constructed from a thin sheet of paper and folded in an origami-like manner, drops at the feet of a good-aligned character and unfolds itself, transforming in a wrinkled page reading:

"Young Renaer sings your praises nearly as sweetly and loudly as the opera he has purchased tickets for you to attend this evening. Dress in your formal best and arrive at the Lightsinger Theater in the Sea Ward by twenty bells. At intermission, a gentleman by the name of Mirt awaits your introduction in Private Box C."

A character of the noble background possesses a set of fine clothes, which the other characters should aspire to as well. Any character not so dressed will be denied entrance to the opera.

Come See the Softer Side of Aurora's. Since there isn't time to obtain custom couture, the Aurora's Realms Shop outlet on The High Road just south of Tarnath Street is a good place to find off the rack formalwear at discount prices. A set of fine clothes there runs between 12 and 18 gp depending on the level of embellishment desired, and Aurora's is more than happy to begin a customer relationship by extending credit of up to 20 gp.

The Fall of Tiamat. Although perhaps not everyone's taste, the opera is well performed. Intermission comes just as the Cult of the Dragon is about to raise the Dragon Queen from the Nine Hells.

When the characters reach Private Box C, they are greeted by a portly, well dressed gentleman with an impressive mustache who introduces himself simply as "Mirt."

In addition to the interaction described under the heading "Mirt" on page 38 of *Waterdeep: Dragon Heist*, Mirt issues the mission as described below ("*Hoof You Heard There's a Spy?*"). As the opera is about to resume and the characters head back to their seats, Mirt adds:

"You know, I once had a good friend by the name Maxeene who sang this very opera at this very theatre. Such a coincidence is surely the work of Tymora. I have faith that Renaer has set us upon a wonderful friendship."

ALTERNATE HOOK: FACTION REPRESENTATIVE AT THE YAWNING PORTAL

Any organization in the city may have learned of the Harper spy and be interested in learning what intelligence has been gathered. This example utilizes Jalester Silvermane of the Lords' Alliance, who could easily be substituted by a faction representative of your choosing.

The characters are enjoying drinks at the Yawning Portal when Jalester Silvermane pulls a chair up to the table and motions to the barmaid to bring another round.

After engaging in bit of smalltalk, Jalester looks nervously around the crowded tavern before leaning into the table and speaking in hushed tones from behind his mug of ale.

HOOF YOU HEARD THERE'S A SPY?

The agent issuing the mission describes the task at hand:

"The Harpers have been gathering intelligence from an unlikely source. A very special horse by the name of Maxeene eavesdrops on every passenger in the dray she pulls in the streets near here. Find out if she's located any Zhent operatives and report back. I know it sounds incredible, but I'm not horsing around here."

AS DRAYS GO BY

Every dray driver in Waterdeep has heard of Maxeene, the horse famous for leading herself to work every morning and back home on her own in the evening. If the characters inquire a driver, they learn that the dray Maxeene pulls is decked out in the blue and purple of the castle ward.

The party can find Maxeene's dray within an hour of searching. It's plodding along slowly with a driver shouting at it "C'mon Applejack! Get moving!"

When the party inquires about Maxeene, the driver is happy to engage them. Wilbur Post is a short human with a thick Dock Ward accent. He has the following information about Maxeene to share:

- About six months ago he was approached by a rotund old woman who identified herself as Mrs. Horsemann. The woman offered the services of her mare for 2 sp per day. "I thought it was too good to be true. It must cost her more than that to keep Maxeene stabled. I guess she just felt the old girl needed the exercise."
- The following morning the mare found its own way to the dray and waited to be hitched. At the end of the day when unhitched it went home on its own. It has done so every work day since.
- Wilbur once followed Maxeene to her home on Nag Street in the Dock Ward. The horse opened the gate to her stable underneath Mrs. Horsemann's modest apartment and closed it behind herself.
- Maxeene failed to show up for work yesterday and today, leaving Wilbur stuck with Applejack to inadequately do the job. Wilbur went by Mrs. Horsemann's residence yesterday evening but neither she nor Maxeene were there.

MARE COULD SHE BE?

In this section of the adventure, the party learns of Gathgaer's interest in Maxeene and the location of his potions shop. Wererat henchmen have ransacked Maxeene's home and are on the way to do the same to her office at the bard college.

HOUSE AND STABLE

Nag Street, a short lane off of The Way of the Dragon in the far southeast corner of Waterdeep, consists of a row of small apartments all elevated above their private horse stables underneath. The adventurers easily locate the Maxeene / Horsemann residence from Wilbur's directions.

LANDLORD'S DAUGHTER

When the characters investigate the horse stable (which might happen before or after they investigate the residence above), Tia Nag-Y'ferent, the landlord's teenage half-elf daughter approaches.

"Widow Horsemann's not here. Haven't seen her nor Maxeene past two days. Strange thing. She always tells Papa when she goes traveling."

If the characters inform Tia that the apartment above has been broken into, the girl is distraught and vows to ask her father to call in the City Watch.

In conversing with Tia, the characters can learn the following:

- Widow Horsemann occasionally travels to visit friends at the Misty Forest or leaves for a day or two on other errands, but always informs Tia's father beforehand.
- Widow Horsemann hardly ever goes out, but she is a kindly old woman. Those on the block frequently hear her beautiful singing in the early evening hours.
- Tia rarely sees the horse Maxeene. She knows it pulls a dray, but it must also go somewhere at night because she's never seen it asleep in its stable.
- Widow Horsemann used to be a professor at the New Olamn bard college and has mentioned having an office there.

BURGLIED APARTMENT

A wooden staircase leads fifteen feet up to the door of the residence above the horse stable underneath. The door is ajar and shows signs of having been forced open.

The one room apartment has a kitchen and dining area separated by a low wall from the living and sleeping area.

Nobody is currently in the apartment, but it shows signs that it was ransacked and a physical struggle occurred. Characters who investigate discover:

- The glass front of a display case has been smashed in. It clearly contained many items, but the only thing remaining is a matching pair of daggers each crafted from a single solid piece of metal (silver). The twin daggers sit on their display stand, undisturbed.
- A strongbox next to the writing desk sits open. Inside are four trays. The top tray is completely empty. The tray below it contains one stray 1 ep electrum sword coin minted in Silvermoon. The third tray contains 100 gp worth of silver coins — all stacked neatly, most Waterdeep shards, but a few piles of silver coins of other currencies as well. The bottom tray contains only 7 scattered copper nibs.
- Papers are scattered across the writing desk. Most are pieces of sheet music or notes on various operas, but a successful DC 12 Wisdom (Perception) check uncovers two letters written in masculine looking handwriting. Both are from Gathgaer Milomynt inviting Mrs. Horsemann to visit his potion shop on Leera's Alley. The first is dated two tendays ago and is quite polite. The second is dated 5 days ago and is less polite. (Player handouts are provided at the end of the adventure.)
- The plush rug covering most of the floor in the living area is bunched in places and generally disheveled. A character making a successful DC 10 Wisdom (Survival) check notices marks from high heeled shoes and men's boots. A 14 or higher also reveals the marks of clawed hands and faint hoof prints.

HORSE STABLE

The horse stable beneath the apartment is remarkably clean. A character making a successful DC 10 Wisdom (Animal Handling) concludes that it's as though the stable is never actually used.

My Dear Mrs. Horsemann,

I hope the evening finds you well. By way of introduction, my name is Gathgaer Milomynt, Faerûn's foremost authority on lycanthropes and lycanthropy. For obvious reasons, we must become acquainted. I await your visit at my abode and dispensary of potion upon Leera's Alley on the next evening of your convenience.

Admiringly,

Gathgaer

A POLITE LETTER

Mrs. Horsemann,

I write with disappointment that you have thusfar declined my invitation. As I know you value my confidence regarding our shared interest, I ask, neigh, demand your patronage at my dispensary at Leera's Alley within days. I trust that upon your prompt attendance we shall become fast friends.

Expectantly,

Gathgear

A LESS POLITE LETTER

PROFESSOR E-MARE-ITUS

Tia Nag-Y'ferent is correct that the Widow Horsemann maintains a small office in the basement of New Olamn. Decades ago Maxeene Rhiosann was a distinguished professor at the bard college, and the institution allows the retiree to maintain a presence there.

New Olamn rests against the city's western wall, northwest of Blackstaff Tower, and can be reached by climbing The Cliffride from Julthoon Street. When the characters arrive, a bespectacled receptionist asks their business. She doesn't know who Mrs. Horsemann is, but if they ask of Maxeene the woman replies:

"Oooh! Professor Rhiosann must be expecting you then. She's hardly ever in, and I didn't notice her arrive, but two other gentlemen were just asking on her as well. Her office is on the lower level, room B7."

Remy and Rizzo Krysa were directed by Gathgaer to search Maxeene's office for any information regarding her rare lycanthropic curse.

The wererat brothers arrived at New Olamn shortly before the adventurers and forced open the door to Maxeene's office. They are in human form and are ransacking the place when the characters arrive.

Remy and Rizzo transform into wererat hybrid form, brandish their shortswords, and warn the characters to mind their own business. If the party persists the **wererats** attack.

The wererats attempt to flee as soon as they are damaged by a silvered or magic weapon or a spell attack. If they are unable to escape the office, they transform into giant rat form and attempt to hide under the instrument-laden bureau on the back wall of the office.

Developments. If either or both wererats are captured it doesn't take much to get them to rat out their master. With a successful DC 10 Charisma (Persuasion) or DC 7 Charisma (Intimidation) check a character can learn the following information:

- Gathgaer Milomynt is holding a large older woman named Maxeene Horsemann behind silvered bars in his underground workshop. Gathgaer is convinced she is a werehorse, but she denies it and has not changed form. Gathgaer is waiting for the full moon three days from now to force the issue.
- Gathgaer's primary business is capturing hapless commoners who come to buy potions and selling them into slavery in Skullport.
- Gathgear is a priest in the Church of Shar, and the goddess grants him powerful magic.
- The wererats come and go from Gathgaer's abode via a small hole gnawed into the base of the structure, hidden behind a crate in the back alleyway. While in giant rat form, they can crawl up the crawlspace to the residence on the upper level, or down through a narrow tunnel dug deep into the ground connecting to Gathgaer's workshop.

RATMAN
KRYSA



A COLT FOLLOWING

Having uncovered evidence that Gathgaer Milomynt is responsible for Maxeene's disappearance, the party investigates his abode in this final section of the adventure.

MILOMYNT'S FINE POTIONS

Gathgaer resides on Leera's alley in the Dock Ward, not far south of the Yawning Portal. A sign above the door reads "Milomynt's Fine Potions" and features paintings of colorful bubbling concoctions.

Secret Rathole. Hidden behind a crate in the alley is a small hole which has been chewed into the side of the building. The crawlspace inside can be climbed 20 feet up to an opening in Gathgaer's living quarters. A steep tunnel winds down 50 feet before opening into the lair below. The entire area is considered difficult terrain.

A small creature can move through this area. A medium creature can do so only with a successful DC 12 Dexterity (Acrobatics) check each time they attempt to move up to their movement speed.

Main Level. The main level of the structure is a shop crowded with glassware. A successful DC 10 Intelligence (Arcana) check reveals that it is mostly unsuitable for brewing potions and is merely decorative. A sturdy, hand-painted sign on the counter reads "Customers, proceed down to Magical Brewing Sphere below," and has an arrow pointing to a door to the right. A narrow staircase on the leftmost side of the room leads up to a residence above.

Residence. The single room contains an unmade bed, a half open wardrobe with two sets of red and black robes hanging inside, and an unemptied chamber pot. A hole about two feet in diameter appears to have been chewed in the wall beside the bed.

Going Down. The door indicated by the sign is unlocked and opens into a steep narrow staircase which goes down 20 feet before turning back at a landing and going down another 20 feet. The passage then proceeds 10 feet to an unlocked door. The entire area is dimly lit by slow burning oil lanterns.

"MAGICAL BREWING SPHERE"

The door opens into the inside of a 40 foot diameter sphere made of polished stone. A 10 ft wide ledge juts out a foot, and adjacent to the door are what appear to be the teeth of a large gear. At the bottom of the sphere, 20 feet ahead and below, sits a table arrayed with a variety of colorful bubbling potions and a brass orb. An identical door, gear, and ledge sit on the opposite wall of the sphere, 40 feet away. The sphere is magically lit throughout with dim light, the source of which is unknown.

The table is affixed to the sphere, and the bronze orb and potions on it are adhered to the table as well. The potions are in fact empty glass bottles, with illusion magic giving them their bubbling vibrantly colorful appearance.

A character getting within 5 feet of the bronze orb or the door at the opposite side of the sphere triggers the trap. See the complex trap description - Electrified Sphere of Plopping.

Developments. Depending on how the party deals with the trap, one of the following may occur:

Door Opened. If the sphere is rotated back to its original position, the doors on either side open to passageways. The door on the far side leads to another stairwell which descends again 30 feet to an unlocked door opening into Gathgaer's lair.

Falling Through Opening. If the sphere rotates and a character falls or jumps through the opening which has moved to the bottom, they drop 20 feet and take 2d6 bludgeoning damage as they fall prone in the slave cage in Gathgaer's lair.

Characters Stranded. If the characters destroyed both gears they may be stranded in the sphere with no way out. A party equipped with pickaxes or similar mining tools could break through the stone after 6 hours of work. However, after about 30 minutes Gathgaer ascends the staircase from his lair to find the door blocked. The gears magically reform and the sphere spins rapidly to its original position. The door opens and Gathgaer and his wererat henchman engage the party inside the sphere.

TRAP: ELECTRIFIED SPHERE OF PLOPPING

Complex trap (level 1-4, dangerous threat).

A door opens into the inside of a 40 foot diameter sphere made of polished stone. A narrow (1 foot deep), 10 ft wide ledge is at this point on the side of the sphere (henceforth referred to as the “right” side), at a 90 degree angle to the point on the sphere’s bottom, upon which sits a 10 foot wide by 5 foot deep table housing a bronze orb flanked by fake potions. A 20 ft. diameter circle at the top of the sphere reveals that this inner sphere is 2 feet thick and sits tightly inside an enclosing sphere made of the same polished material.

Directly across the sphere, 40 feet away, is a similar ledge and door, with the teeth of a 1 foot wide by 5 foot tall gear to the left. The door is locked, and can be opened with a successful DC 15 check with thieves tools. The entry door has an identical gear to its left as well.

Trigger. The sphere begins moving and the bronze orb begins charging when a creature gets within 5 feet of the the door on the left end of the sphere or 5 feet from the orb on the table at the bottom of the sphere.

Initiative. The gears rotating the sphere act on initiative count 20 and the bronze orb releases lighting energy throughout the surface of the sphere on initiative count 10.

Active Elements. The gears on the side of either doorway rotate the sphere in place. The bronze orb atop the pedestal releases lighting energy into the inner surface of the sphere.

Gears (Initiative 20). The gears move, rotating the sphere 5 feet counterclockwise (i.e., during the first round the entry door to the “right” moves up and the opposite door moves down). The tunnels which were behind the doors on either end are in fixed space, so they are now hidden behind the stone walls of the sphere.

Bronze Orb (Initiative 10). The orb makes a high pitched whine which grows by two octaves over one second before releasing a burst of energy that covers the surface of the sphere’s interior. Every creature in contact with the surface when the energy is released takes 4 (1d8) lightning damage. Creatures wearing non-metal armor are

resistant to this damage, but creatures wearing metal armor are vulnerable to the damage.

Dynamic Elements. Gravity works against creatures in the sphere as it rotates.

Steep Walls. As the sphere rotates underfoot, creatures inside it rotate as well and gravity impacts any creature without a climb speed.

A creature who starts its turn further than 20 ft from the bottom most point of the sphere (on a grid, specifically a lightly shaded square) is on a moderate slope and can remain there only on a successful DC 12 Dexterity saving throw. On a failure, they move 5 feet closer to the bottom of the sphere, treating that movement as difficult terrain (i.e. 10 feet of movement).

A creature who starts its turn further than 25 ft from the bottom most point of the sphere (on a grid, specifically a darkly shaded square) is on a steep slope and must make a DC 14 Dexterity saving throw. On a success they may move 5 feet towards the bottom of the sphere and repeat the save as above. On a failure they fall prone at the closest point within 20 feet of the bottom most point of the sphere.

Rotating Hole. The 20 ft. diameter circle opening at the “top” of the sphere, opposite the pedestal, is rotating towards the bottom. Underneath in the containing rock is a matching 20 ft. diameter hole. Any creature who starts its turn in this area that is within reach of the edge may take their action to grab on and avoid falling with a successful DC 12 Dexterity (Acrobatics) check. Otherwise the character falls through the hole.

Visualizing a Sphere

A three dimensional area can be a difficult thing to express. Even if you aren’t playing on a 5 ft grid, a visual aid might still be useful. Consider cutting out the 20 foot wide strip at the bottom of the map and taping the edges of “open hole” at the far left and right points (0°) together. You can then physically rotate the loop to demonstrate the sphere’s rotation.

Countermeasures. The gears moving the sphere can be manipulated. The bronze orb can be disabled and its energy blasts avoided.

Gears. The gears can be disabled or destroyed. Once disabled, they can be used to manipulate the sphere's rotation as desired.

Disabling the Gears. A thin but sturdy object can be wedged in a gear to stop it from moving with a successful DC 10 Dexterity (Sleight of Hand) check by a character within reach. If something is instead thrown, a ranged attack (AC 14) with a similar object is required. A lance or sturdy improvised weapon is sufficient, but an arrow or crossbow bolt is not.

If both gears have a sturdy object wedged in them when they act on initiative count 20, the characters hear a mechanical grinding noise as the mechanism turning the gears ceases to function.

If only one gear is wedged, the sphere does not rotate on initiative count 20, but it does exert force on the object that might break it. Roll 1d20, +2 or -2 if the object is more or less sturdy, respectively, than a short sword. On a 10 or higher item remains wedged in the gear until the following turn. On a roll lower than a 10 the item is destroyed and gear turns freely on the following turn unless tampered with.

Destroying the Gears. The gears have AC 14 and 15 hit points, damage threshold 5, and are vulnerable to bludgeoning damage. If a gear is destroyed, it is also considered wedged (see above). If both gears are destroyed the mechanism is disabled as above, but cannot be manipulated, possibly stranding the characters (see developments, below).

Manipulating Rotation. Once the rotating mechanism has been disabled, a gear which has not been destroyed can be used to move the sphere either clockwise or counterclockwise as desired by 5 feet with a successful DC 14 Strength (Athletics) check.

Bronze Orb. The orb can be disabled, and the burst of energy can be avoided.

Disabling the Orb. As an action, a character may attempt a DC 14 Intelligence (Arcana) check. A successful check reduces the amount of damage done by the energy burst by 2 (to a minimum of 1). A second successful check disables the orb completely.

Avoiding the Energy Burst. A creature who can hear the orb charging and knows that an energy burst is imminent may use their reaction to jump at the moment the energy is released. If they do so, they take no damage on a successful DC 10 Dexterity (Acrobatics) check. If at any point no creature is in contact with the surface of the sphere, the lack of weight allows the sphere to rotate an additional 5 ft.

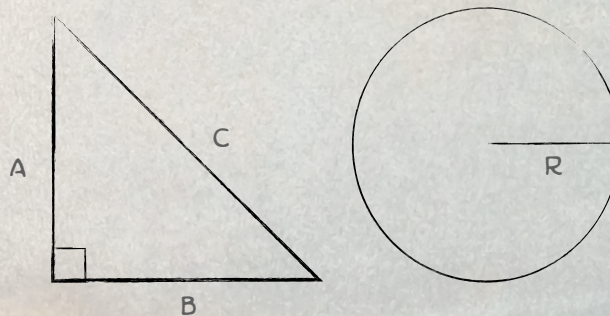
Developments. Depending on how the characters deal with the trap, they could end up falling through the opening, successfully righting the sphere and leaving through the second door, or finding themselves stranded in the sphere. These outcomes are detailed under "Magical Brewing Sphere" above.

Playing on a Grid

Because trigonometry doesn't exist in the world as mapped by 5 ft squares, this sphere has a diameter of 40 feet and a circumference of 80 feet when placed on a grid.

When the sphere rotates counterclockwise, immediately shift each character's token to the **right**.

The area along the bottom of the map of this area shows a 20 foot wide strip along the center x axis of the sphere as though it were unrolled. Place a token in the center of this strip to indicate the current bottom of the sphere. When the sphere rotates counterclockwise, move the token to the **left**.



$$A = B = C \quad \text{CIRCUMFERENCE} = 4R$$

YOUR EUCLIDIAN GEOMETRY HAS NO POWER HERE!

GATHGAER'S LAIR

The underground workshop consists of two rooms. The staircase from the sphere ends at an unlocked door which opens into a 20 x 30 foot room housing two cages made from thick bars 4 inches apart.

The cage in the southwest corridor of the room is directly below the sphere and currently houses Vonbin Broodfist, a dwarf **commoner** Gathgaer is planning on selling into slavery the following day.

The bars of the cage in the southeast corner of the room have been silvered, and Maxeene Horseman lies asleep behind them.

Both cages are locked and can be opened with a successful DC 14 check with thieves tools or broken open with a successful DC 18 Strength (Athletics) check. The key which opens both locks is on Gathgaer's person.

A two foot wide opening near the floor on the east wall leads to the rat tunnel.

Samuel Powers, a **wererat** (MM 209) currently in hybrid form stands near a closed but unlocked door on the north wall, keeping an eye on the prisoners.

That door leads to a 15 x 15 foot room where Gathgaer is currently sitting at a desk working on his manuscript. The room contains a bookcase full of books related to the subject of lycanthropy. Two torture devices are also present, a rack and an iron maiden. Gathgaer is wearing a ring keyed to the latter. When he comes within a foot of the iron maiden a portal opens within it that is connected to a sarcophagus in a room on the second level of Undermountain. From there the slaves he collects are transported to Skullport by acolytes of the Church of Shar.

When a character first enters the lair, either through the door or by falling into the slave cage, combat begins. The wererat takes his first turn in combat to open the door and notify Gathgaer of the situation, who in turn shouts out "Well don't just stand there, Screech, kill them!"

Gathgaer joins combat in the second round. He begins by casting *spirit guardians*. Gathgaer summons a *spiritual weapon* in the third round, and on subsequent rounds avoids melee combat and makes ranged spell attacks. If Gathgaer ever

feels that he is in a losing position, he flees to the iron maiden, escaping through the portal.

The wererat attempts to engage in melee combat with a character who isn't wielding a silvered or magical weapon. His fear of Gathgaer leads him to fight to the death while his master is present, but if Gathgaer falls or escapes, the wererat transforms into giant rat form and attempts to flee via the rat hole on the western wall.

Developments. With Gathgaer and his henchman defeated, the characters are able to free Maxeene from her cage. Regardless of the evidence presented, she steadfastly refuses to admit that she is a werehorse.

If the characters later approach her in horse form, she feigns never having met them, but upon seeing their harper pins reports having dropped off a sun elf and half orc 4 days earlier at the Yawning Portal. The two passengers had talked of spies who infiltrated sleeper cells of the Xanathar's guild operating in the Castle Ward.

Treasure. Maxeene allows the characters to keep the pair of solid silver daggers, valued at 100 gp each. The whereabouts of the other possessions stolen from her home remain unknown; they aren't in the lair.

In addition to the ring which opens the portal, Gathgaer wears a ring of protection from lycanthropy. While attuned to it, the wearer of the ring cannot be cursed by lycanthropy from a lycanthrope's bite.

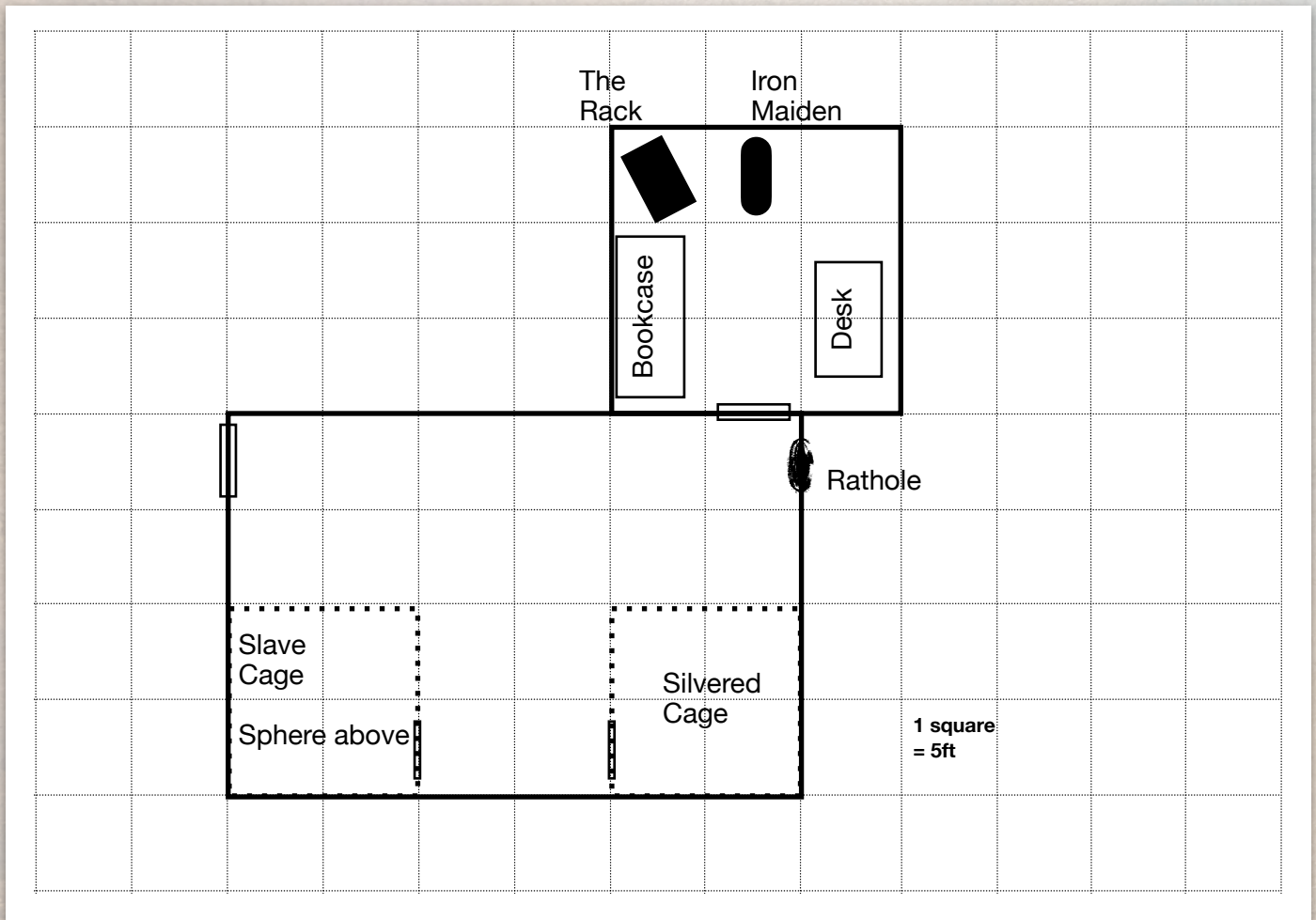
Each character who participated in the adventure earns 1 renown with the Harpers.

Defeat

If the characters are defeated by Gathgaer and his henchmen, they awaken without any possessions spare their undergarments in a dark, damp cave in Skullport, stable and with 1 hp. The iron collars around their necks connected to chains embedded in the stone wall are a good indication that they have been sold into slavery. The details of the party's escape is beyond the scope of this adventure.

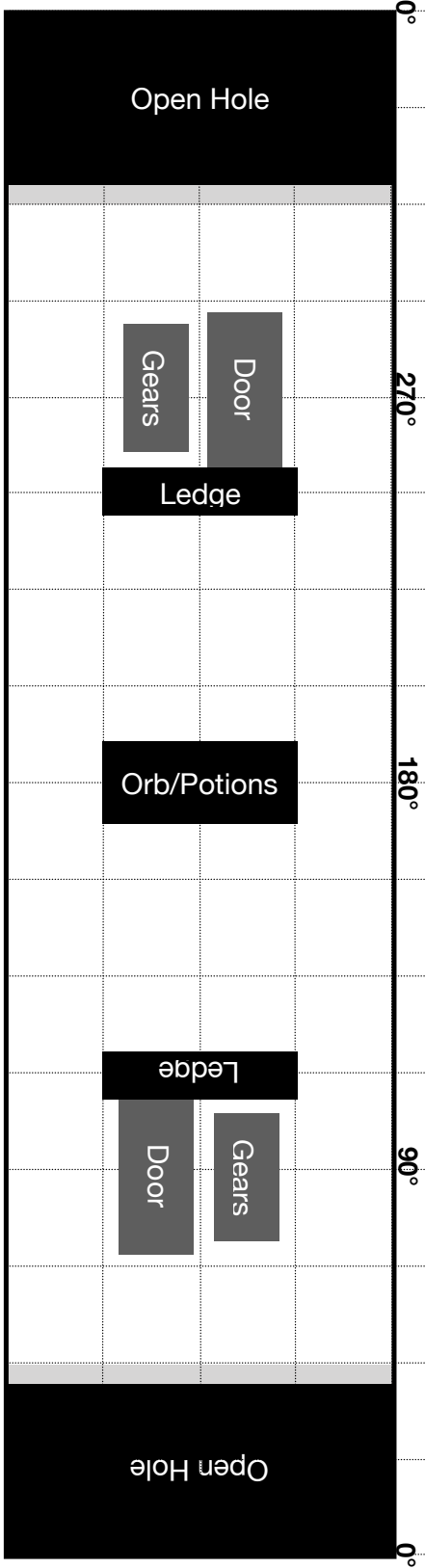
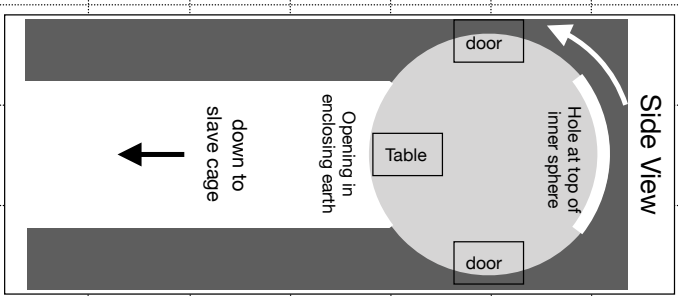
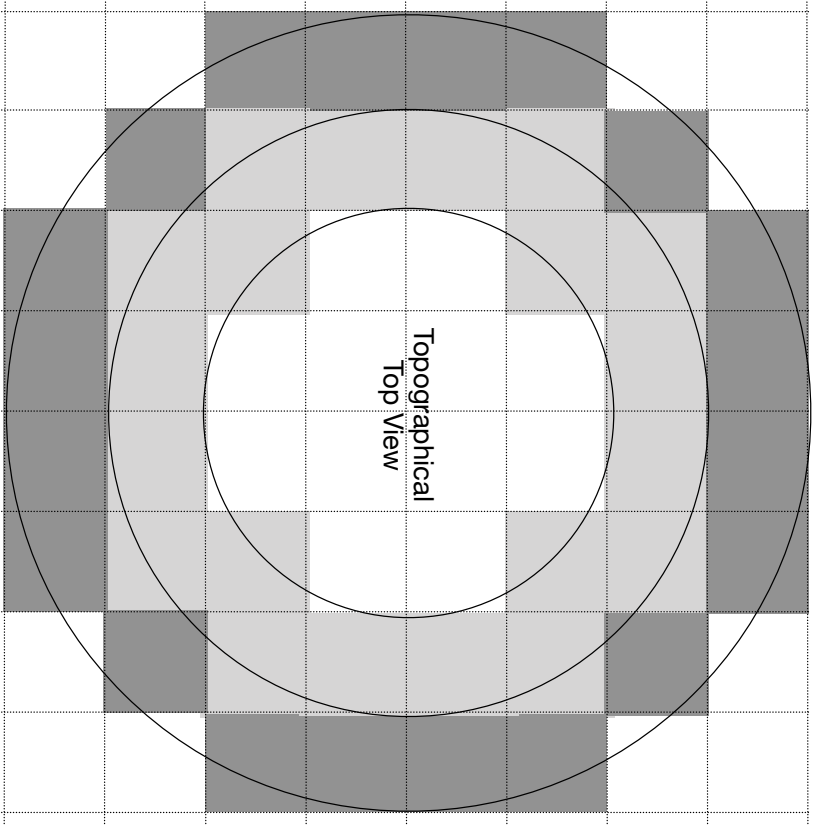


GATHGAER'S LAIR



Electrified Sphere of Plopping

1 square = 5ft



My Dear Mrs. Horsemann,

I hope the evening finds you well. By way of introduction, my name is Gathgaer Milomynt, Faerûn's foremost authority on Lycanthropes and Lycanthropy. For obvious reasons, we must become acquainted. I await your visit at my abode and dispensary of potion upon Leera's Alley on the next evening of your convenience.

Admiringly,

Gathgaer

Mrs. Horsemann,

I write with disappointment that you have thusfar declined my invitation. As I know you value my confidence regarding our shared interest, I ask, neigh, demand your patronage at my dispensary at Leera's Alley within days. I trust that upon your prompt attendance we shall become fast friends.

Expectantly,

Gathgear

GRAVE CONCERNS

ADVENTURE BACKGROUND

In life, the halfling warlock Losser Mirklav was lax in dedication to his patron, the timeless insane wizard Halaster Blackcloak. This greatly displeased the Mad Mage, who saw to Losser's untimely demise and then returned him from the dead as an unthinking, and therefore much more obedient, foul undead minion.

The deathlock Mirklav now diligently obeys his master's commands. Recently he has been to provide a steady stream of undead fodder for the first level of Undermountain.

The exhumed graves and pillaged mausoleums haven't gone unnoticed. Sir Ambrose Everdawn, champion of Kelemvor and protector of the city of the dead, also discovered an ancient monument disturbed and has sent word to druids of Phaulkonmere for assistance.

OVERVIEW

The adventure is divided into these sections:

Adventure Hooks. Hooks are provided for each of the factions and for expanding the *Mausoleum* encounter in chapter 4.

City of the Dead. The adventurers meet Sir Ambrose to investigate missing remains and a disturbed ancient monument.

Into the Dark Depths. The undead and their deathlock master await deep below in a tomb shrouded by mysterious magical properties. Will the characters return to the surface victorious, find themselves stranded in Undermountain, or join the ranks of Halaster's undead army?

Magic Items & Monster Stat Blocks. The magic items and monsters in this adventure are presented here for reference in the order they appear.

A CRYPT IN THE CITY OF THE DEAD



ADVENTURE HOOKS

This adventure might take place as a mission issued by a faction or during the *Mausoleum* encounter in your *Waterdeep* campaign. It could be placed in a graveyard in any setting.

FACTION MISSION

Grave Concerns is based on the second Emerald Enclave faction mission in chapter 2 of *Waterdeep: Dragon Heist*. Each faction has reason to investigate the happenings in the City of the Dead.

EMERALD ENCLAVE, ET AL

The Emerald Enclave sees the undead as an affront to the balance of life and death and moves to help Sir Ambrose by enlisting the adventurers.

A raven lands on the windowsill of Trollskull manor and pecks at the glass. Upon being let in, it speaks in the droll voice of Melannor Fellbranch: "Sir Ambrose of Kelemvor reports animation of the undead. This cannot stand. Seek him out at the City of the Dead at once."

Force Grey, the Harpers, the Lords' Alliance, and the Order of the Gauntlet all share the same altruistic motivation: protection of the city. Each faction reaches out to issue this mission in their typical manner.

BREGAN D'AERTHE

Jarlaxle's spies have learned of Sir Ambrose's disturbing discoveries before word has spread, and the drow mastermind moves to beat the other factions to the punch.

J.B. Nevercott strolls into Trollskull manor with his usual swagger. "Heroes are needed once again, I'm afraid. A client of mine had the family crypt raided. Most dreadful. Please see about helping a knight named Everdawn solve this mystery in the City of the Dead. I'll see you are handsomely rewarded!"

Jarlaxle's motivation is twofold. He hopes performing a heroic deed for the city will ingratiate himself to Laeral Silverhand. More importantly, his sources have indicated the Dagult Neverember's vault of stolen Dragons is buried deep under the city. He hopes that Sir Ambrose's discovery might lead him to it.

ZHENTARIM

Davil Starsong is worried that word of necromancy in the City of the Dead signals yet another escalation of the Zhentarim/Xanathar gang war. Regardless of whether Xanathar's or Manshoon's forces are behind things, Davil wants it stopped. However, the Doom Raiders won't risk putting assets on the job lest their faction of Zhents ends up taking the blame.

A winged serpent arrives with a message reading: "Necromancy in the city of the dead. Find out if Xanathar or rival Zhents are behind it. Engage the Kelemvor night if you must, but keep the Doom Raiders' name clear of things. Any spoils are yours to keep".

DRAGON SEASON

The encounter chains in chapter 4 of *Dragon Heist* feature a Mausoleum in the City of the Dead, providing a convenient opportunity to run this adventure.

SUMMER & WINTER

Sir Ambrose intercepts the party before they reach the mausoleum, and recognizing them as adventurers begs for the characters' help.

Although he knows nothing of the *Stone of Golorr* or the hoard of gold dragons, Ambrose isn't above forcefully jumping to the conclusion that it must have something to do with the necromancy and disturbed monument he discovered.



SPRING

Sir Ambrose catches the party leaving the mausoleum and first assumes the adventurers are his perpetrators. Upon hearing the characters' explanation, he offers that the key found in the mausoleum must have been dropped by whoever is working beneath the monument.

If the characters return without a clue as where to go next, Ambrose suggests the characters inquire about the key at the Metal House of Wonders. If the characters defeat Mirklav, they find his hand drawn map to the Converted Windmill.

Converted Windmill. When he was murdered and turned undead by his patron, Losser Mirklav had been working on building his own army of animated skeletons. Halaster directed the deathlock Mirklov, using its *disguise self* ability, to continue on in this regard as though nothing had happened. Some of the deathlock Mirklov's necromancy efforts are still devoted to the project. Halaster plans to march the above ground regiment of skeletons to Undermountain via a flashy show at the Yawning Portal.

No changes should be necessary to the *Converted Windmill* encounter to lead the party to the next encounter in the chain.

Cellar Complex. Make the following changes to this encounter:

- Losser Mirklav was a warlock, not a mage, but that's no longer relevant as he is now undead. If the deathlock Mirklav escapes the adventurers in its tomb lair, it appears here, disguised as its former self.
- Losser did not have a spellbook.
- Losser's apprentices Retchyn and Kreela are human **cultists** and rather than being killed in area B8 are doing the fighting in area B7.
- Retchyn and Kreela were in possession of the stone and surrendered it to the kenku. Retchyn possesses the key to area B8.
- If deathlock Mirklav is here, its sole motivation is to escape back to its lair in the City of the Dead. It attempts to do so without being harmed so as to keep up its disguise. If it is unmasked, it fights to the death.

CITY OF THE DEAD

The City of the Dead is a beautiful and well attended city park by day, serene and closed to the public by night. Day or night, it is patrolled by the perpetually sleep-deprived and grumpy Sir Ambrose Everdawn (LG male human **knight** of Kelemvor) and his yellow **faerie dragon** companion Stlip.

After Ambrose ascertains that the characters are willing to help with his problem, he explains.

"There's been an uptick in intrusions and robbery in the past few months. I don't even like to admit it happens, but really it's not that uncommon. Where I draw the line is at the walking dead."

Ambrose leads the party to a monument consisting of a large boulder resting on seven smaller ones. The large boulder features numerous well weathered but still legible characters representing the number 7 in the common, dwarvish, elvish, draconic, infernal, and celestial scripts.



SIR AMBROSE EVERDAWN

When he and the party are astride the monument, Ambrose continues.

"They say it's the oldest monument in the City; maybe even older than Waterdeep itself. It used to be solid ground under there, but yesterday I saw a small man and an animated skeleton crawl beneath and never come back out."

The area underneath the large boulder, surrounded by the seven smaller ones, looked normal as you approached, but now that you are closer you notice it looks **black**. Not like soil, but rather... nothingness.

MONUMENT

A character can recall that the monument stands for the seven apprentices of Halaster Blackcloak with a successful DC 14 Intelligence (History) check. A character who has lived in Waterdeep for at least 10 years makes the check at advantage.

BLACKNESS

Any character size Large or smaller can easily fit between the seven small boulders which support the larger boulder five feet above the ground. The area of blackness covers a 20 foot diameter circle directly under the center of the monument.

Magic here conceals and fills a 15 foot square shaft which extends into the ground an indeterminate distance. This magic also pulls objects downward at a rate of 10 feet per round rather than normal gravity, similar to a gentle river current. The area is otherwise empty breathable air, so the only way to escape the slow pull is with a flying speed or being acted upon by an outside force.

Any character who investigates can determine these properties, no check required. The effect is considered to have been created by a 7th level spell for the purposes of *dispel magic* or similar magic.

SIR AMBROSE'S QUEST

After allowing the adventurers a moment to inspect the oddity, he implores the party to assist.

"My vow to Kelemvor demands I keep up my patrol of the City. I beg of you. For the sake of all souls who lay in rest here. Find whatever evil lurks below and vanquish it!"

INTO THE DARK DEPTHS

Beneath this millennia-old monument to Halaster Blackcloak's apprentices, known as The Seven, lies a series of crypts connected to a fifteen foot square shaft.

Entombed within these crypts are honored foes of The Seven; adversaries who were deemed worthy of a resting place that would forever haunt their souls with the memory of their defeat.

Beneath the crypts lies one of the most ancient paths to Undermountain. Halaster has now unsealed this forgotten passageway in order to bring a skeleton army into the the top layer of his massive dungeon.

DUNGEON FEATURES

The following elements are common throughout the dungeon.

SHAFT

The shaft is consumed in magical darkness with a slowed fall as described above. The darkness can only be illuminated with a magical light created by a spell of 2nd level or higher, such as the *dimglobe* in area 1a. The deathlock Mirkklav wields a staff that can reverse the direction of the fall at will.

STRUCTURE

The shaft and crypts were magically carved into stone, leaving smooth floors, walls, and ceilings throughout. Ceilings are 10 feet high, and doorways 8 feet high.

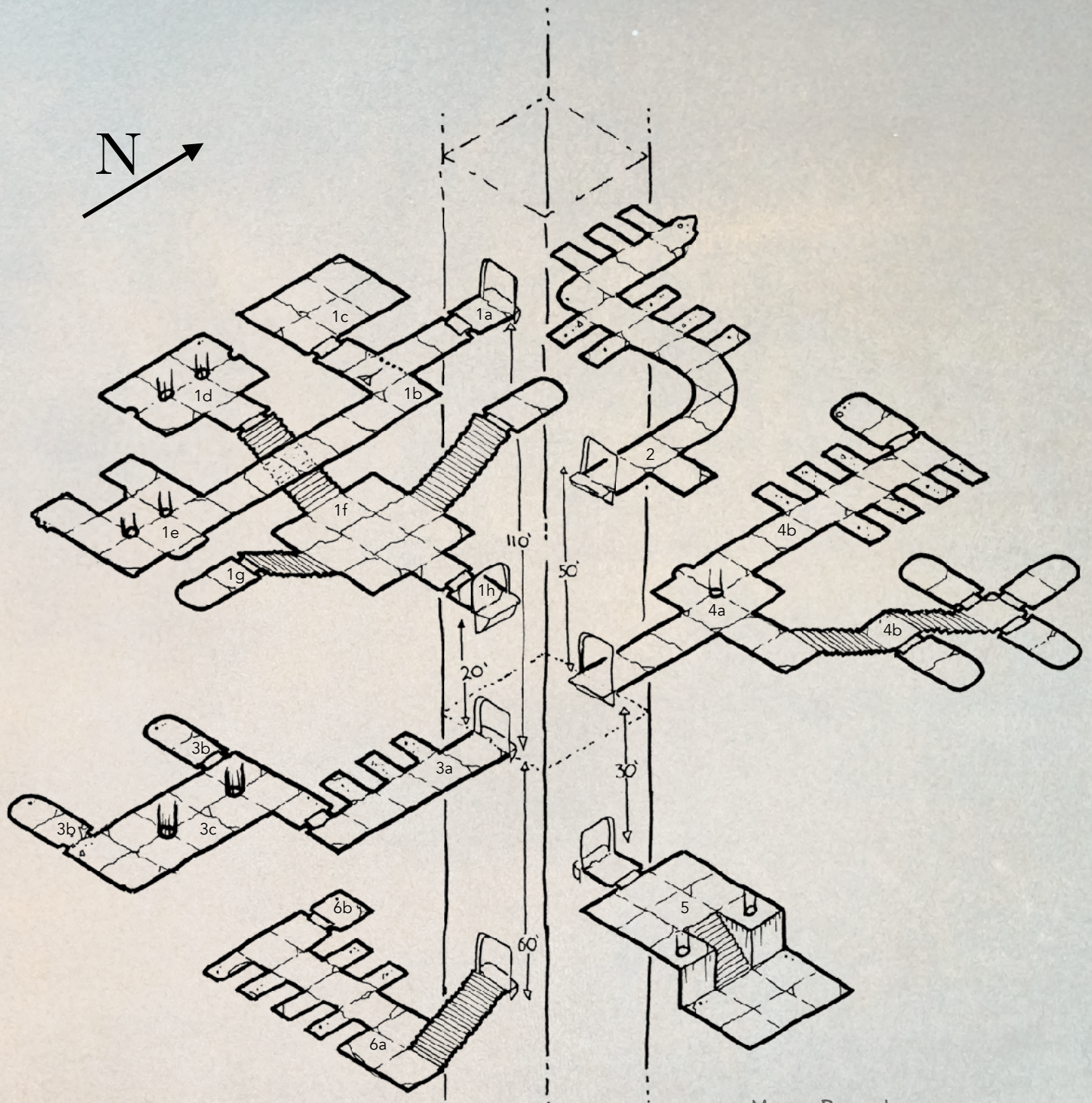
LEDGES

Two foot deep stone ledges jut from each opening from the central shaft.

STONE DOORS

Stone doors are carved with two handholds on each side, and can rise into the ceiling above. Lifting a door requires a successful DC 12 Strength (Athletics) check. The check must be repeated at the start of each round a character continues to hold open a door.

CRYPTS OF THE SEVEN



MAP BY DYSON LOGOS

GOING DOWN

Note the characters' marching order both in position and depth as they enter the shaft. After descending 30 feet, a character within 10 feet of area 1a notices a dim green light illuminating an opening in the wall of the shaft.

Along the southern wall of the shaft you see the first sign of light since you left the surface. An orb the size of an apple sheds dim green light which illuminates an alcove with a small ledge jutting out.

Unless otherwise noted, the areas beyond the shaft are not dark, but not magically so. The openings can't be seen by a character inside of the magical darkness without an adequate magical light source, but they could be felt by the characters or otherwise cleverly detected.

1. THE FAILED TWINS

This uppermost level of the crypts was designed to be found by looters who would be turned to The Seven's will, one way or another.

The twins Intri and Pilnac Evenrise served as bodyguards to The Seven, but constantly quarreled over a magic sword that was their birthright. Eventually the two fought and killed one another over the relic. Their nameless squires were executed and also interred here.

Spatial Anomaly. Distance and direction are warped in this area, allowing opening 1a on the southern wall of the shaft to be 90 feet above area 1h on the western wall of the shaft.

When a character first sets foot in area 1 beyond 1a or 1h, they must succeed on a DC 14 Wisdom saving throw or become confused. While confused in this way a character is overwhelmed by a feeling of vertigo and has disadvantage on ability checks, attack rolls, and saving throws while they remain in area 1.

Any character may take an action to investigate the effects of the anomaly. On a successful DC 14 Intelligence (Investigation) check, a character can become aware of the nature of the anomaly, which ends the confusion on the character and any others they share the explanation with.

1A. INGRESS

The green glowing glass orb illuminates a stone slab at the back of the alcove. What appear to be two handholds are carved into the base of the door, about a foot off the ground. As you step into the alcove, you feel a mild wave of dizziness wash over you.

Dimglobe. The glass orb emits an eerie green dim magical light in a 10 foot radius. It can be carried or thrown, but if left still it will hover in position. If the *dimglobe* leaves the crypts the magic dissipates and it becomes an ordinary glass sphere.

1B. TRAPPED HALLWAY

Beyond the doorway is a short hallway which comes to a T. Darkness lies beyond. As you enter the hallway, the sense of vertigo you were feeling suddenly becomes almost overwhelming.

The darkness in this area is nonmagical, so the area can be illuminated by a standard light source and darkvision works as normal.

Spatial Anomaly. When a character enters this area, they are subject to the effects of the spatial anomaly as described in the beginning of this section.

Trap. In the floor ten feet into this area, as the hallway makes a T heading east and west, are a series of six inch diameter holes running from wall to wall. Each hole contains a cylinder made of the same stone as the rest of the structure. The floor in the space beyond these holes is a pressure plate.

The holes and pressure plate can be noticed by a character who is actively looking with a successful DC 16 Wisdom (Perception) check.

When the weight of a Small or larger creature is placed on the pressure plate, the stone cylinders instantly rise to the ceiling. These stone bars are spaced wide enough for only a Small or smaller creature (e.g. a gnome or halfling) to fit through. The stone bars have AC 17, 25 hp, and are vulnerable to bludgeoning and thunder damage.

Triggering the trap alerts the **ghouls** in area 1e, who move to attack.

1C. THE TWINS' CHALLENGE

Beyond another heavy stone door lies a small rectangular room that immediately strikes you as immaculately clean. The floors, walls, and ceiling are pristine compared to the aged stone you have encountered thus far.

A conspicuous hand lever sits on the northern wall to your right. Prose written in common is chiseled into the western wall directly in front of you:
"We await your challenge. Light up and down then again. If we are defeated our treasure is yours to carry on our legacy. Fail and you shall join our ranks in Hallaster's army."

Lever. The lever on the northern wall resets the trap in area 1b. Filling the ten foot square area between the lever and the door is a very old, very hungry, very patient **gelatinous cube**.

Even though the cube is in plain sight, it takes a DC 15 Wisdom (Perception) check to spot it. A character that tries to enter the cube's space while unaware of the cube's presence is surprised in the first round of combat.

Challenge. The prose refers to lighting the pedestals in areas 1d and 1e. The *dinglobe* can be used to temporarily light each pedestal. As soon as the *dinglobe* is removed from a pedestal, the light on that pedestal begins to fade and will go completely dark after one round.

Once all four pedestals simultaneously remain lit in order: one in area 1d, one in area 1e, one in area 1d, one in area 1e (*up and down then again*) the doors to areas 1g unseal and the twins descend to area 1f to take on their challengers.

The pedestals then remain lit until the twins are defeated or return to their tombs victorious.

1D. UPPER PEDESTALS

Up the staircase and behind the heavy stone door lies a small room housing twin five foot high stone pedestals, each with a rounded indentation in the top.

1E. LOWER PEDESTALS

The end of the long hallway opens into a small room containing twin five foot high stone pedestals, each with a rounded indentation in the top.

If the characters didn't trigger the trap in area 1b, two **ghouls** awaken and attack when the characters enter this area.

1F. SWORD OF THE TWINS

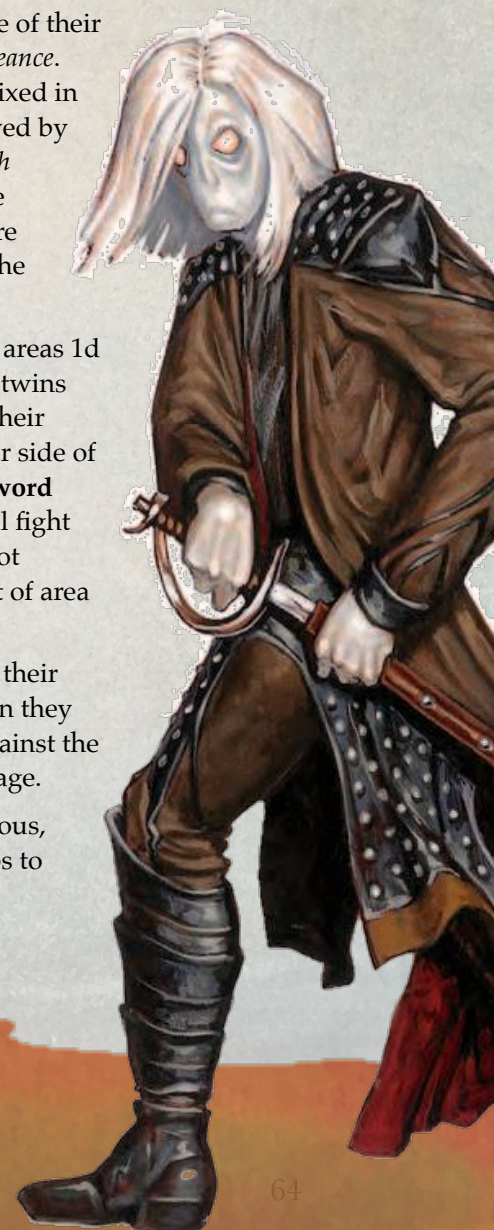
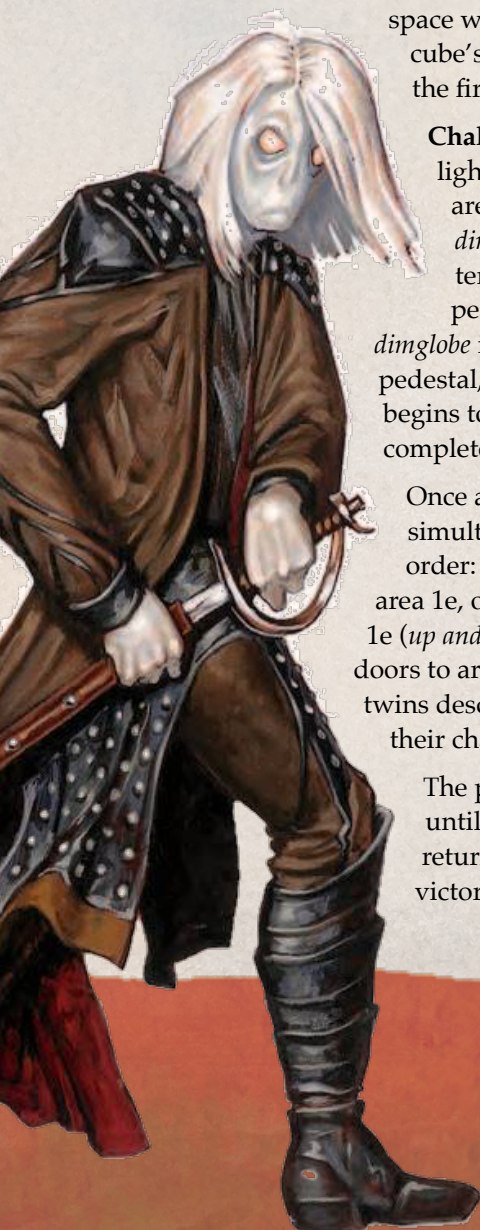
Stairs descend into a square room flanked by matching staircases on either side. In the center of the room, a gleaming sword with a jeweled hilt is suspended upright about a foot off the floor.

Sword. The object of the twins desire and ultimate cause of their demise is a *sword of vengeance*. The sword is magically fixed in place and cannot be moved by any means short of a *wish* spell unless the twins are defeated. If both twins are slain, the sword falls to the floor with a clatter.

Twins. If the lights in areas 1d and 1e have been lit, the twins descend the stairs from their matching tombs on either side of the room. The pair are **sword wraith warriors**, and will fight to the death. They will not pursue any character out of area 1f, however.

Tactics. The twins use their *Martial Fury* feature when they attack. All attack rolls against the twins are then at advantage.

If the twins are victorious, they return to their tombs to lie in wait for their next challengers.



1G. TWIN TOMBS

The staircase ends at a stone door much like the others, but this one has no hand holds.

The doors to the tombs only open when the lights in areas 1d and 1e have been lit. No amount of physical force can open them.

When opened, the tomb is rather unremarkable. Each contains a simple stone slab for the twins to lay on.

1H. EGRESS

Behind this door is a small alcove with an open doorway to familiar blackness. As you reach out into it you find that the current now slowly drifts upward.

The direction of flow in the shaft has just changed direction as the deathlock Mirklav is traveling from area 6 to area 5. After traveling up the 30 feet over the course of 3 rounds, the deathlock Mirklav enters area 5 and returns the flow of the shaft downward.

2. HALL OF ESTEEMED FOES

The dead interred here were adversaries The Seven held in the highest regard. They decreed that these select few should lie protected from desecration.

This hallway curves to the left and out of sight. In an alcove to your right stands a menacing looking suit of armor. As you approach two red eyes light up from within the helm and a voice rings out: "Beyond lie the remains of the esteemed foes, which shall lie undisturbed for all eternity."

The **animated armor** leaves the alcove and attacks if any of the coffins in the hallway beyond are disturbed. Otherwise it remains motionless, its eyes continuing to glow red until all the characters have left the area.

Coffins. The eight accessible alcoves each contain a coffin holding the desiccated remains of a humanoid and 2d6 10 gp gemstones. If any of the coffins are disturbed, the animated armor attacks.

Cave-in. The corridor ends in a pile of rubble and is impassible.



ANIMATED ARMOR

3. ANIMATED ADVERSARIES

Fierce warriors defeated by The Seven were animated and left here as punishment upon their souls. Unable to move unless disturbed, they stay frozen in eternal torture.

3A. SKELETON HALLWAY

The three alcoves along this hallway each contain an unusual skeleton standing rigidly upright. Two extra arms have been grafted on, and each of its four hands clenches a rusted scimitar. Gleaming amethyst gemstones are set into the eye sockets, which seem to stare blankly ahead.

The three **dread skeleton warriors** attack only if the gemstones are disturbed. Each of the amethyst gemstones is worth 100 gp.

3B. MUMMY VAULTS

The **mummies** here were fated to lie in stone sarcophagi until released. The door to the intact vault contains no handholds and can only be opened by using the *dimglobe* to illuminate the two pedestals in area 3c in a manner similar to area 1 of the tombs.



DREAD SKELETON
WARRIOR



The ravages of time have caused the door to the far vault to crumble, releasing one mummy to enter area 3c.

If the intact vault is opened, the mummy inside spends its action in the first round of combat emerging from its sarcophagus.

Treasure. Each vault contains 2d4 25 gp art objects.

3C. DARKENED CHAMBER

Beyond this door lies darkness that can only be penetrated by magic.

If the characters bring the *dimglobe* through the doorway:

The dim green light from the orb reveals a short pedestal, behind which sits a stone door bereft of handles. The light seems to have drawn attention, as a linen wrapped form lurches at you from darkness!

Unless the party found a way to spot the mummy before it spotted them, the characters are surprised in the first round of combat.

4. SKELETON STORAGE

The skeletons that originally occupied this crypt have been animated and joined by those deathlock Mirklav has stolen from other tombs in the City of the Dead. The skeletons all stand docile, waiting to be called forward.

4A. ACTIVATION PEDESTAL

After a few paces, this hallway splits in two directions, continuing forward and a staircase to the right leading down. In each direction, you see a mass of skeletons, all standing motionless. Between these hallways sits a five foot high stone pedestal with a rounded indentation in the top.

If the *dinglobe* is placed on the pedestal, the doors in areas 4b open, and the horde of skeletons begins to march forward in an orderly manner. If the *dinglobe* is removed, the light of the pedestal fades after one round and the skeletons once again become inert.

If allowed to pass, the skeletons enter the shaft and descend to Undermountain. The skeletons attack any character who stands in their way, but only engage in combat if their path to the shaft is obstructed.

4B. SKELETON ARMY

Aside from the stairs, every space in these areas is occupied by a **skeleton**, including the tombs sealed behind doors. They number 24 in total.

If not activated by the pedestal in area 4a, the skeletons remain motionless, even if attacked.

5. DEATHLOCK'S WORKSHOP

Two stone pedestals are illuminated on either side of a staircase that descends in a small room where a halfling is working at a bench strewn with books, parchments, and odd baubles of glass and metal. He turns to look up at you.
"Begone interlopers. I have no quarrel with you unless you desire one."

The halfling is the **deathlock Mirklav**, who has used its *disguise self* ability to appear as it did in life as Losser Mirklav.

If the adventurers attempt to reason with the deathlock Mirklav, it takes the opportunity to cast *mage armor* and issues a final warning before engaging the characters in combat.



THE DEATHLOCK
MIRKLAV

"You shall not disrupt the designs of Hallaster Blackcloak! Leave now lest you join the ranks of the army I assemble for him!"

Tactics. The deathlock Mirklav takes advantage of the high ceiling in the lower part of this area by casting *spider climb* in the first round of combat to position himself where he can make ranged attacks with his *eldritch blast* cantrip.

If the deathlock Mirklav is reduced to half its hit points, it retreats to area 6b. If it still has a climb speed, it reverses the flow in the shaft immediately upon entering it. Otherwise the deathlock Mirklav reverses the flow once it has entered area 6.

Treasure. The deathlock Mirklov is wearing a *cloak of displacement*. Its quarterstaff can be used as an arcane focus. The quarterstaff can light any pedestals and reverse the flow inside the shaft, but has no magical properties outside of these crypts. The materials on the workbench could be sold to an expert in necromancy magic for a total of 200 gp.

6. DEATHLOCK'S QUARTERS

The deathlock Mirklav resides here when it isn't working to carry out Halaster's directives.

6A. ZOMBIE COMPANIONS

Upon entering this area you are overwhelmed by the stench of death. The staircase before you leads down, where you hear loam moaning and the shuffle of feet dragging on stone.

Recently being murdered and reanimated, then continuing parts of its former life disguised as its living counterpart has been stressful for deathlock Mirklav. It has attempted to cope by creating a zombie family of sorts. Six **zombies** in all reside here, one drooling in each of the small alcoves. They attack any living creature that enters the area.

6B. DEATHLOCK'S CHAMBER

This tiny room contains trinkets from Losser Mirklav's former life, but nothing of value.

If the deathlock Mirklav has retreated here, it is hiding and attempts to use the magic of its quarterstaff to keep the door shut and its pursuers out. The DC for opening this door increases to 18.

Further Retreat. If the deathlock Mirklav is cornered here, it risks provoking opportunity attacks to retreat. Depending on the circumstances of your campaign, you may have it choose to retreat to the surface or continue below to Undermountain. Either way, it attempts to reverse the flow in the shaft on its way; either immediately upon entering the shaft if it has a climb speed from *spider climb*, otherwise upon exiting the shaft.

DOWN TO UNDERMOUNTAIN

The shaft extends another 60 feet below area 6, where it ends in the first level of Undermountain. A tunnel there connects to area 20 on the map of the Dungeon Level in *Waterdeep: Dungeon of the Mad Mage*.

DEATHLOCK MIRKLAV

Medium undead, lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Int +4, Cha +5

Skills Arcana +4, History +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Halfling, Sylvan

Challenge 4 (1100 XP)

Special Equipment. The deathlock Mirklav is wearing a *cloak of displacement*, which causes creatures to have disadvantage on attack rolls against it. If it takes damage, this property ceases to function until the start of the deathlock Mirklav's next turn.

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells at will, requiring no material components: *detect magic*, *disguise self*, *mage armor*

Spellcasting. The deathlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *friends*, *eldritch blast*, *mage hand*

1st-3rd level (2 3rd-level slots): *animate dead*, *arms of Hadar*, *dispel magic*, *hold person*, *hunger of Hadar*, *spider climb*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

ACTIONS

Deathly Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6+2) necrotic damage.

SWORD WRAITH WARRIOR TWIN

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (+-1)	10 (+0)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the twin can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8+4) slashing damage.

DREAD SKELETON WARRIOR

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+2)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison,

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Challenge 1 (200 XP)

ACTIONS

Multiattack. The skeleton makes four melee attacks.

Scimitar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 3 (1d6) slashing damage.

TRAPPED IN UNDERMOUNTAIN



IT'S A ZOO IN THERE!

ADVENTURE

BACKGROUND

The Perythia Aldenber Memorial Zoo is testament to modern magic and engineering. Dangerous monstrosities are on display in addition to the mundane beasts one would expect to find in the average city zoo. All of the physical barriers in this zoo have been replaced by powerful magic, allowing visitors the experience of walking among the terrifying creatures without visual impediment.

Remy Thursten, aspiring thief, stumbled across information leading him to what he believed to be an amazingly powerful and incredibly valuable magical artifact that has long been sitting right under his nose - the crystal powering all of the zoo's protective magic! With the help of hired mercenaries, he easily gained access to the zoo in the early morning hours and located and removed the power crystal.

When the zoo's magic was disrupted, large iron portcullises fell physically securing the three outside entrances. The interior of the zoo is now completely unsecured, allowing the creatures to move about freely. A pride of mancore has taken to the sky, most flying towards the mountains, but some remaining circling overhead.

Not having prepared for the results of his caper, Remy now finds himself barricaded in the zoo's visitor center, terrified of the monsters roaming free, and desperate to escape with his plunder.

With the crystal removed, the true source of the zoo's energy - the spirit of the late Perythia Aldenber - has manifested on the material plane. If she remains unrestrained long enough, her soul may finally move on to eternal rest.

Although the experience can be frightening, rest assured that our state of the art magical wards and restraints provide complete visitor safety.

~Zoo Brochure

OVERVIEW

The adventure consists these sections:

Introduction. The adventurers are alerted to the chaos at the zoo and arrive at the main entrance where they meet the gnome Zoomaster Amil Andler with the information and means to restore the zoo's magic at the visitor center building on the south end of the complex.

Part 1. Adorable Beasts. The adventurers travel through the habitat of traditional zoo animals who are now roaming about freely.

Part 2. Amazing Monstrosities. In order to reach the visitor center, the visitors must pass by the habitat of dangerous unrestrained monsters.

Part 3. Restoration. The adventurers reach the visitor center and must decide how to handle the thief Remy Thursten and the Spirit of Perythia Aldenber.

Part 4. Aftermath. Reinforcements have arrived. With either the zoo's magic restored or the Spirit of Perythia Aldenber released, the characters find a way to mitigate the consequences of what has transpired.

Adventure Difficulty

The amount of combat in this adventure is largely dictated by the decisions of the players. If they choose to engage in combat with all of the zoo creatures, the number and difficulty of the encounters could prove to be deadly. With care, the characters may avoid combat encounters entirely. If the characters are having trouble, consider adding additional zoo monsters that fight one another (an example of this is included in the mancore encounter). Conversely, if the party is enjoying combat and having too easy of a time, consider increasing the number of monsters, substituting similar monsters (e.g. changing the grick to grick alpha), or simply giving the monsters more hit points. Note that there are only two adult owlbears, but at your discretion they could have any number of cubs. In the event of complete failure, it's reasonable to believe that the situation would eventually be resolved and the zoo would provide raise dead and restoration from stone services for the party's valiant effort.

WATERDEEP

This adventure is written to be adapted to any urban setting in your campaign. A popular choice on the Sword Coast of the Forgotten Realms is Waterdeep, the City of Splendors.

In Waterdeep, Perythia Aldenber Memorial Zoo is located in the North Ward, adjacent to the City of the Dead; Perythia's body buried close nearby.

As a single-session adventure for low level characters, *It's a Zoo in There!* is a great fit for chapter 2 of the hardcover adventure *Waterdeep: Dragon Heist*. Use the "faction interest" adventure hook. Bregen D'aerthe or the Emerald Enclave probably wouldn't issue this mission, but Force Grey, the Harpers, the Lord's Alliance, and the Order of the Guantlet are all good fits. If the Zhents offer the mission, it's because they suspect Remy Thurston is allied with the Xanathar's Guild.

Some boxed text references summertime. If your campaign takes place in a different season, be sure to adjust the descriptions accordingly.

ADVENTURE HOOKS

FACTION INTEREST

A faction agent directs a party member to investigate a rumor that an aspiring thief has identified a great source of magical energy and is planning a heist. The exact nature of this item is unknown, but he has been meeting with mercenaries at various pubs in the entertainment district (or the North Ward, if in Waterdeep). As such, the faction is willing to pay for the party's stay at a comfortable inn near the zoo which caters mostly to tourist families.

RETURNING THE FAVOR

While walking through the city's entertainment district, the party hears a child shout, "Hey mister! That man took your purse!" After the party has caught the pickpocket and reclaimed their stolen goods the child laments that with that much money she could go to the zoo every day! She wants nothing more than to visit the zoo, but her family can't afford it. Her mother is willing to let the adventurers host the family as a reward, and the girl is excited to be first in line the next morning when the zoo opens.



INTRODUCTION

Set the scene for your players by reading the following:

It is a half hour before the zoo is scheduled to open on this lovely summer day. In an instant, the scene goes from ordinary to chaotic. The illusion of a stone wall bearing a sign reading CLOSED and details of the zoo's operating hours dissolves, showing the ticket window and entrance concealed behind it. At the same instant, a heavy iron portcullis falls, barring the zoo's main entrance. A cacophony of roars and shrieks steadily grows from within the zoo walls, and from the far end of the complex a stream of massive winged creatures shoot directly into the sky. After a moment, a man appears behind the bars, obviously badly wounded. He pulls a lever, and a door within the iron bars swings open. With his last bit of strength, he stumbles outside before collapsing dead in the street.

When the party proceeds into the zoo entrance, the character with the highest passive Wisdom (Perception) score is the first to notice a wooden stand holding dozens of printed and tri-folded pamphlets containing information and a map of the zoo.

A middle aged male gnome recognizes the characters as adventures and runs up to greet the party.

"You must help us! Chaos! Men with swords! Animals running amok! Luckily the failsafes went into place. The gates materialized and fell as they should. I bet my manticore have flown clear on out of here! There's still folks trapped inside! You've got to help them!"

Although clearly distraught, the characters can easily calm the gnome down. When they engage him, he identifies himself as the zoomaster, **Amil Andler**. He immediately assumes that the adventurers are there to help and entrusts them with a **zoo master key**. This key opens all doors in the zoo, including the iron gates that now close off the walled zoo from the three outside entrances.

Zoo Brochure

The player handout provides more information about the zoo, including clues about the monsters the adventurers will encounter. Print a copy of the trifold zoo information handout with map on the reverse side for each player.

"Even better!" He ejaculates, a brilliant idea having just popped into his head. "You can set this right!". He runs into a windowed office with the shade drawn and reappears moments later hefting a shimmering blue crystal nearly half as large as himself. "The basement of the visitor center at the south end of the complex houses the field generator. The crystal down there must have failed. Glad I had the good mind to keep a backup here! Damned magic. If they'd listened to me all those years ago. Always has to be bigger; a greater show! It's a wonder this hasn't happened sooner. Any beast that can't be held back by iron bars don't belong in a zoo!"

The **zoo power crystal** is about the size of a soccer ball, and surprisingly light and sturdy (AC 14, 10 hp, damage threshold 5).

Encourage the players to take a moment to review the zoo brochure and ask the zoomaster any questions they like. As the party is about to move on, Amil interrupts them.

"It goes without saying, I suppose, that your safety and the safety of our other staff is the priority. But... could you please..." He trails off as he rubs away the tears welling up in his eyes "... could you please see to the poor beasties as well? If any of them were to be hurt..." He fights emotion for a moment, then regains his composure. Unbuckling a small scabbard on his belt, he offers a thick wooden wand engraved with glyphs resembling the faces of various animals. "This will help you reign them in. Just point and say "on-ah-mot-ah-pee-ah" to talk to them, or "hoo-sa-good-boy" to calm them down. We call it the druid wand." He lets out a sardonic laugh. "The only thing those holier than thou busybodies hate more than this zoo is using their magic to run it!"

The **druid wand** is capable of casting *animal friendship* (PHB 212) and *speak with animals* (PHB 277). Use a spell caster's spell save DC or 8+proficiency bonus for a non-caster. Each spell expends one charge from the wand. It has 6 charges remaining. The wand is effective against the beasts in the northern portion of the zoo, but has no effect on the monstrosities further south. Consider how many of these details you want to share upfront. It may be entertaining for your players to discover the effects of the command words on their own, and if you track the number of charges remaining the expected effect may not occur when needed. If the players ask Amil about the wand he happily provides any relevant details.

Roleplaying Amil Andler

Amil was the assistant zookeeper when the zoo was originally built, and has been a loyal caretaker as he rose through the ranks to zoomaster. Although he vehemently opposed the zoo's expansion and the addition of the monstrosities, he genuinely loves all of the creatures he houses. Despite his formal education in the areas of animal and monster husbandry, he is decidedly working class in speech and mannerisms.

Before passing through the walls into the zoo, visitors entering through the main entrance are shunted through a small museum showcasing the zoo's history. As the buildings in the zoo lack windows and are usually magically lit, it is now quite dark, with only dim light filtering in from the outside. If the characters investigate the museum they learn the information printed on the handout. In particular, point out these key pieces of information:

- The zoo was founded nearly 80 years ago as a memorial to the late niece of a local nobleman.
- 15 years ago the zoo underwent a major magical transformation doing away with the traditional caged habitats.
- In addition to the traditional collection of zoo animals, the zoo now permanently houses two owl bears and a pride of manticore.
- Other monstrosities are placed on exhibit as they are captured.
- The center of the zoo houses a gigantic saltwater tank housing a rotating collection of sea monsters. A magically transparent tunnel allows viewing from underneath.

Zoo Map Scale and Distances

Unlike the interior of the visitor center, the zoo map is not on a grid. The map presented to the players is meant to give only a general sense of the zoo's layout. Use a "theater of the mind" style approach when exploring the zoo. If your group prefers combat on a grid, improvise a battle map based on the descriptions provided.

At some point the characters may be fleeing to the visitor center and want an exact distance. The answer then is whatever makes for a good chase. Use your judgement to make for a narrow escape from the owl bears or chuul. The manticore are fast flyers, and will land between the characters and the visitor center.

BYPASSING THE BEASTS

The characters can choose a number of different routes to explore, including bypassing the beast exhibits and heading to one of the other entrances of the southern side of the zoo.

Entering through the west or east gates throws the characters right into the heart of the monstrosities, and both entrances immediately lead to encounters that may prove too difficult for lower level parties.

Keeping It Simple

If you would prefer a more linear approach, a version of the zoo map without the alternate entrances is provided.

WAIT, WHERE ARE YOU GOING?

If the characters head for a different entrance to the zoo, Amil is a bit confused.

"Wait, where are you going? You're not abandoning us, are you? We need help!"

Once the characters inform Amil of their plans,

The gnome rubs his chin in thought, and then replies "Well, it may be quicker, I suppose... But possibly more dangerous. It's monsters down there, not my adorable beasties. They might get the drop on you before you have the chance to get the drop on them!"

He pulls a dagger from his belt which he appears ill-trained to fight with. "I'll take down any swordsmen who come this way," he says bravely. "You get down in that basement!"

If the characters choose to circumnavigate the zoo exterior and enter from the West or East Gates using the zoo master key, skip ahead to Part 2, *Amazing Monstrosities*. Note the *druid wand* is only effective against the mundane beasts at the north end of the zoo.

AMIL CALMS
HIS NERVES



PART 1: ADORABLE BEASTS

Right as the party exits the museum, they encounter a new friend.

B1. CAMEL

When the characters exit the museum into the zoo, read or paraphrase the following.

As your eyes adjust to the bright outdoor light of this sunny, pleasant summer day you find yourself in courtyard resembling a massive city park more than a zoo. Stone paths wind through various habitats looking unnatural if only for their incongruity. A lush jungle butting up against a sandy desert scene with a small oasis and lone palm tree, for example. Although signage, informational placards, trash barrels and other amenities are apparent, what's jarringly absent are the bars and cages one would expect in a zoo. On a normal day visitors would be awed seeing the animals up close protected only by invisible barriers. Today is not a normal day, as is evidenced by the very friendly camel nosing near your pockets.

The **camel** (MM 320) is completely harmless. It is attracted to the character with the lowest charisma score and will attempt to follow that character around until frightened away. It doesn't know anything about what is happening in the zoo other than it is very happy at finally having the opportunity to forge a close friendship with a visitor.

As you venture into the beast exhibit, the path forks in three directions clearly marked by a large sign:

West - Owlbear Enclosure. Apes. Black Bear. Rhinoceros.

South - Aquatic Stadium. Camel. Elephant.

East - Manticore Habitat. Lions. Tigers.

Of the animals listed, you can't help notice the elephant splashing its trunk in a pond a couple hundred feet ahead of you. To the west you hear howls and screeches, and catch a grey streak of a horned animal charging between habitats. No animals are immediately apparent to the east, but you do notice a few of the same winged creatures you saw earlier now circling much higher above.

WEST PATH

B2. BLACK BEARS & APES

Heading west, the characters will first encounter two **black bears** (MM 318) who are agitated because the apes have been teasing them. If the characters are moving stealthily, one of the black bears will notice them if the lowest Dexterity (Stealth) check of the party is 13 or lower. Otherwise the bears roll a perception check at advantage (keen smell) vs the lowest stealth roll the party. If a bear notices the party, it stands on its hind legs and lets out a fierce roar, alerting its partner to their presence. The bears will attack any character who attempts to flee.



The characters do not provoke the bears if they stay on the path and don't act aggressive or frightened. If a character is acting nervous, have them make a DC 10 Wisdom saving throw. On a failure, the bears notice the character's fear and attack.

If communicated with, the bears will express their frustration with the apes, who have climbed into the trees of their habitat and are intermittently pelting them with rocks. They want nothing more than to exact vengeance on the apes or at least drive them off, and will attempt to convince the characters to assist them in this goal. If the characters drive off the apes, the bears will treat them kindly and may even be persuaded to accompany the characters and protect them.

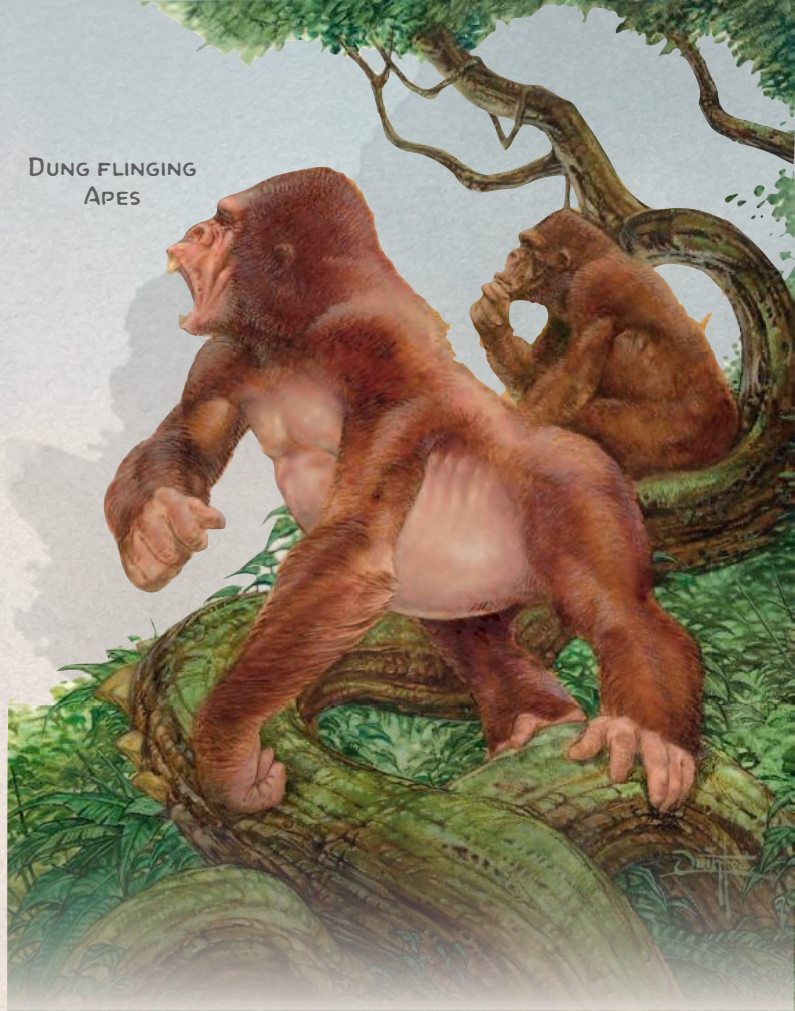
As the characters pass the heart of the bear habitat they notice 3 **apes** (MM 317) on a DC 10 Wisdom (Perception) check if they are actively looking. Otherwise they will notice the apes when they attack, throwing rocks. The third ape's attack does no damage, as it is apparent to the characters that this ape flung not a rock, but its own dung. If hit with dung and not thoroughly cleaned, a character will smell unpleasant, granting other creatures advantage on perception checks to locate them using smell.

If attacked from the path with ranged weapons, the apes return fire by throwing rocks (and at the DMs discretion, the occasional handful of dung) at the characters.

If any of the apes is reduced to half of its hit points, it will retreat to the trees in its own area and the other apes will follow after one round. However, if any ape is killed, the others will descend from the trees and engage the characters in melee combat. If a bear can reach an ape it will engage it in melee combat.

If communicated with, the apes express their glee at being able to roam in the trees outside of their own enclosure and are taking joy in antagonizing the bears below.

DUNG FLINGING
APES



B3. RHINOCEROS

Toward the end of the western path, a crazed **rhinoceros** (MM 336) is charging from about the northwest corner of the stadium to the tip of the owlbear enclosure. It is at the same time very excited and very confused by the chaos that is unfolding. Not knowing what else to do, it runs back and forth on what is already beginning to look like a worn patch of ground. Unless provoked it isn't inclined to deviate from this path, but if the characters cross the path it will charge at them and attempt to gore them. A DC 12 group Wisdom (Perception) check allows the party to determine the timing to safely cross the rhino's path without drawing its ire.

The path continues south along the west side of the zoo, towards the owlbear enclosure. The party could also head east to a corner entrance of the aquatic stadium. Both areas are detailed in part 2 of the adventure.

SOUTH PATH

B4. ELEPHANT

A large structure to the south is painted with hills and sky, providing an oddly false backdrop to the realistic jungle habitat directly ahead. An elephant stands on edge of a pool of water, splashing and playing, occasionally cooling itself with a spray of water from its trunk.

The **elephant** (MM 322) to the south seems happy in its own habitat. It is interested in what is going on and has been keeping a watchful eye. If the characters inspect it from a distance, a DC 12 Wisdom (Perception) check reveals that even while splashing in its pond, it has its eye on them. As the characters approach, the elephant shows signs of increasing nervousness. If the characters get within 60 feet, it trumpets its horn and stamps its feet in warning. If a character gets within 40 feet, it charges. The elephant's habitat is easily passible and large enough that the characters can move around the elephant at a comfortable distance.

If communicated with, the elephant indicates that it is aware that something has allowed the animals to leave their habitats. It is proud of its home and stands ready to protect it. If the characters head towards the stadium, it warns that there is a dangerous monster there. It has seen countless cows, sheep, pigs, etc led in, never to return.

The structure providing the backdrop to the elephant's habitat is the aquatic stadium. The path proceeds directly south and into the massive building at ground level: the entrance to the underwater glasshall (M3). Signs indicate paths to west and east leading to entrances for stadium seating (M4). If the characters venture towards the stadium, proceed to M2 in part 2 of the adventure. If the characters venture west, they will meet the rhinoceros (B3). If the characters head to the east, they will come upon the feasting tigers (B5).

MR. ELEPHANT



C. EAST PATH

B5. LIONS & TIGERS

Heading along the eastern path, you first notice two lions, in their designated habitat, perched high upon twin rock outcroppings as though ready to pounce.

The lions are fixated on something just outside of the characters view. If the characters are moving stealthily, the **lions** (MM 331) only notice them if the character with the lowest Dexterity (Stealth) check is lower than 13. If the lions notice the characters:

As you approach, the female lion turns her head to make eye contact, growls loudly alerting her partner who barely gives a glance, and then returns her gaze directly ahead to the south at something around a corner, out of your view.

If the lions don't notice the characters:

As you cautiously approach, the lions seem not to notice, instead intently fixated on something directly to their south, around a corner and out of your view.

The lions are watching two **tigers** (MM 339) who are feasting on the bodies of two humans: one zookeeper and one **thug** (MM 350) who was involved in the attack on the zoo. The zookeeper had attempted to stop the thug who was running to leave through the north entrance and was done in by the thug's rapier. However, this attracted the attention of the tigers, who mauled the thug as he turned to flee.

The zookeeper is carrying a *scroll of hold monster* (PHB 251). The thug has a small pouch on his belt containing 8 gp in various coins, and a tattoo on his left wrist just above the cuff. If the character's aren't already familiar with the tattoo, A DC 16 Intelligence (History) check reveals that this man is a member of a well known band of local mercenaries (if in Waterdeep, this tattoo is either the winged snake symbol of the Zhentarim or the eye of the Xanathar Guild).

The lions are motivated by the same thing as the tigers - real fresh meat. However, they are too cowardly to challenge the tigers for their spoils, and instead look on jealously. The tigers are aware that the lions covet their meal and are carefully guarding it. Because of this heightened alert, the tigers make checks at advantage to notice the characters if they are moving stealthily.

As the characters come around the corner:

Rounding a corner you are greeted by a grisly scene that explains the lions' behavior. Two tigers are each feasting on the corpse of a human, one wearing the torn and bloodied uniform of a zookeeper, the other in clawed open leather armor with a bloodied rapier by his side.

When the tigers see the party, they attack. This opening causes the lions to bound down and attempt to drag the corpses away. The lions will fight the tigers for the food while the characters are nearby, but are less interested in engaging the characters unless a particularly advantageous opportunity presents itself. The tigers seem unsure whether to defend their meal or hunt fresh meat, and will attack either the characters or the lions based on proximity.

If the characters communicate with the animals, both parties express their strong desire for fresh if not even live prey after a lifetime in captivity. The tigers, however, are far more bold. They would have gone west hunting the other zoo animals had the human feast not appeared. The lions are far more timid, preferring to hopefully snatch away the tigers prey if they became distracted.

The path continues south along the east side of the zoo, heading towards the manticore exhibit (M5). The party could also head west to the aquatic stadium (M2). Both areas are detailed in part 2 of the adventure.

A REGULAR
MUNDANE LION



PART 2: AMAZING MONSTROSITIES

Part 2 of this adventure finds the characters moving among dangerous monstrosities that are the feature attractions of the expanded zoo. Depending on the direction the characters approach from they will encounter a different attraction.

OWLBEAR ENCLOSURE / WEST GATE

If the characters circumnavigated the zoo to enter via the west entrance, see “Entering Via the West Gate” (M6) below, keeping in mind the information presented in the rest of this section.

M1. OWLBears

If the characters have approached from the northwest :

As the path turns south, the area to the west abruptly transitions to a dense forest scene. A human figure lies sprawled on the ground just up ahead, off the right side of the path.

A human **thug** was killed by the pair of **owlbears** (MM 249), but not before he managed to wound the female, which is now at 31 hit points. The owlbears have retreated and are hiding in some thick bush about 30 feet back from the path. The characters can notice them on a successful DC 14 perception check if they are actively looking.

If the characters investigate the body of the human, read:

Deep bloody gashes across the chest of this man show that his leather armor was no match for the claws that had slashed at him. A large chunk of flesh is missing from his upper arm, nearby which a rapier coated in sticky dark red blood lies. A spattered trail of this blood leads into the wooded area to the west.

This thug shares the same wrist tattoo as his co-conspirator in B5.

The owlbears are on alert and will rush to attack the characters when they spot them. If the characters are attempting to move using stealth, make a Wisdom (Perception) check for each of the owlbears contested by each character’s Dexterity (Stealth) check. If a character had been struck by ape dung, the owlbears make the check at advantage.

If the characters have not yet noticed the owlbears, but the owlbears have detected them, add:

As you look up in the direction of the blood trail, two massive bears with oversized faces of screech owls come charging towards you.

The owlbears will attempt to stay near each other while engaging the characters in melee combat and will pursue if the party chooses to flee. If either owlbear is reduced below 12 hit points, or if a single attack against an owlbear deals damage of more than half its remaining hit points, it will emit a piercing screech and the owlbears will use their reaction to disengage and retreat deep into their habitat and hide in the small cave where they sleep. If either owlbear is killed, its partner will fight to the death, focusing its attacks on the character who landed the killing blow.

The path proceeds south past the west gate, which is now barred by a protective portcullis. A sign pointing to the southeast advertises the zoo’s visitor center and gift shoppe. Another sign indicates a path leading northeast to the aquatic stadium (M2).

Near the west gate the character with the highest passive perception score notices scuff marks and small spatters of blood. A pair of gricks have attacked a zookeeper and dragged her body down the hill behind the visitor center. If the characters investigate further, they find scuffs and a slithering trail that lead into the fenced off area on the southwest side of the visitor center building. If the characters follow this path, proceed to V10 in part 3 of the adventure.



M6. ENTERING VIA THE WEST GATE

If the characters have chosen to enter the zoo via the west gate, they arrive in time to see two **gricks** (MM 173) attacking a zookeeper named **Maya Pashren** (F halfling **commoner**) who has already been injured and has 2 hit points remaining.

Just beyond the iron portcullis a horrifying scene is unfolding. Two large snake-like creatures slither towards a halfling zookeeper as she screams, running towards safety in a building to the south. One catches up to her and lashes with its tail, splattering blood across the cobblestone path.

If the party engages the gricks, the creatures lose interest in the zookeeper and focus on defending themselves from the characters. The owlbears notice the ruckus and enter the fight on the second round of combat. Maya has one *scroll of hold monster* (PHB 251) and will take the action on her turn to use it against an owlbear if it attacks.

If Maya survives, she is profusely grateful to the characters and offers them the scroll if she did not use it. She also knows where the zoo power crystal should be placed and can lead the characters into the visitor center via the back basement entrance (V10). Aquatic Stadium & Underwater Glasshall.

M2. OUTSIDE STADIUM

When adventurers head towards the stadium:

As you approach the complex you notice two signs. One reads "Now Showing: Chuul" and bears an illustration of a creature with two massive crablike claws standing on four hind legs. The other is painted bright red and says in large letters: "WARNING: For the safety of our visitors, all outside magic including items imbued with magic are prohibited."

The aquatic stadium consists of a massive saltwater tank surrounded by stadium seating rising 50 feet up on both the east and west sides (M4). A stone tunnel runs north-south at ground level through the water (M3). The tank is currently inhabited by a **chuul** (MM 40). If the characters use magic or are carrying any magic items (including the druid wand granted by Amil Andler) once they are inside the stadium, the chuul detects this using its *sense magic* ability.

If the characters enter the tunnel proceed to M3. If the characters enter the stadium from one of the corner entrances skip ahead to M4.

M3. UNDERWATER GLASSHALL

A stone entrance marks the beginning of a tunnel that runs through the heart of this large stadium. Although advertised as being a transparent "glasshall," with the zoo's magic inactive it appears as smooth stone tunnel twenty feet wide and ten feet high, domed at the top. You see daylight at the end of the tunnel about 150 away, but without magical transparency it becomes very dark as you venture within. It is also noticeably cooler than outside, yet comfortably dry considering it is beneath a vast volume of water.

If any of the characters use magic, the chuul attacks immediately. Otherwise when a character carrying a magic item reaches just past the midway point of the tunnel the chuul senses the magic below and attacks. The characters may pass through the tunnel unnoticed if they neither possess magical items nor use magic.



CHUUL

If the chuul attacks:

Suddenly you feel the entire structure rumble, and bits of stone directly above crumble and fall to the floor. Apparently something has been alerted to your presence, and it is not happy.

On its first turn in combat, the chuul lashes out again at the tunnel, causing more rock to come loose and small streams of water burst out from the ceiling above the characters. On the chuul's second turn, it breaks through the stone and the tunnel floods with water. The gush of water pushes the characters out of the tunnel and causes 2d6 bludgeoning damage on a failed DC 15 Dexterity save, or half as much damage on a successful save.

The chuul does not enter the flooded tunnel, instead climbing out of its now draining habitat and occupying the seating on the east side of the stadium. If it senses magic from that position it will quickly move to confront it.

M4. AQUATIC STADIUM

Stairs take you up about 40 feet to a stone walkway running north-south and dividing the lower seating from the upper bleachers as you enter this massive outdoor stadium. In the water below you see a large creature who's hideousness the illustration outside did not do justice.

The chuul doesn't realize that anything is amiss and is lazily floating in its large saltwater tank. If the characters are not using magic and do not possess magic items they can move past undetected with a successful DC 15 Dexterity (Stealth) check. If the chuul notices the characters, it directs its attention to them, swimming as close as it can to their location. However, it has been conditioned to expect the now non-functioning magical restraints and will only attack the characters if they flee or attack it.

If the characters use magic or are carrying a magic item, the chuul immediately notices and approaches at full speed and attacks.

MANTICORE HABITAT / EAST GATE

If the characters circumnavigated the zoo to enter via the east entrance, see the "Entering Via the East Gate" (M7) below, keeping in mind the information presented in the rest of this section.

M5. MANTICORE

If the characters approached from the northeast:

As you proceed along the east side of the zoo, the terrain shifts from savanna to a rocky mountain scene. Most of the large winged creatures you saw earlier have taken advantage of their new freedom. However, three remain and are flying lower now, allowing you to see them more clearly. They have the bodies of large lions, massive dragon-like wingspans, spiked tails, and oversized vaguely humanoid looking heads. Now that you have approached their home they seem to have taken an interest and begin diving down towards you.



The three **manticore** (MM 213) are approximately 150 feet in the air when they begin their attack on the party. They make tail spike attacks during their descent, at disadvantage the first round due to the range. On the third round they land between the party and the visitor center and engage in melee combat. When they do, a **basilisk** (MM 24) emerges from hiding with a surprise:

Just as one of the winged lions is about to land, it turns its head and then lets out a terrified roar. Climbing desperately back into the sky, it begins turning slate colored. At about fifty feet in the air its wings slow and then stop beating as the creature rapidly turns to stone. By the time it hits the ground it has become completely petrified and shatters upon impact.

The basilisk isn't particularly interested in joining the fight, although it will continue to lock its gaze with any other creature in the area. If left alone it is happy to spend its turns munching the shattered stone. The remaining manticore are undeterred and continue their attack.

M7. ENTERING VIA THE EAST GATE

If the characters have chosen to enter the zoo via the east gate they see a little boy has been turned to stone by the basilisk's petrifying gaze.

Rounding the easternmost corner of the zoo's high walled hexagonal shaped exterior, you are surprised to see a statue of a young child placed awkwardly in the middle of the east gate entrance. Drawing closer, you are struck by both the quality of workmanship and oddity of the sculpt. A human boy of perhaps ten years adorned in torn and ill fitting clothing stands mere inches from the iron portcullis barring the eastern zoo entrance. His hands are raised slightly above his head with fingers spread wide, and the expression on his face is one of pure shock, with eyes wide and jaw agape.

The boy is **Armin Glazboe** (human **commoner**), one of 9 children of poor laborer parents. On days without school to occupy him, he often loiters near the zoo attempting to sneak in among large groups of children. If the characters restore him from his petrified state and return him to his home, his parents are overjoyed and insist that the characters take 6 sp, the entirety of their savings, as a reward. The boy's mother might also provide the players with a plot hook of your choosing for future adventures in the city.

When the characters enter the zoo they will encounter the basilisk, which is lurking among rocky terrain about 20 feet to the north of the gate. If the characters are actively on the lookout, have each roll a Wisdom (Perception) check in contested by a Dexterity (Stealth) check for the basilisk. If the characters are not actively on the lookout, only characters with a passive perception score of 16 or higher notice the basilisk. Players who did not spot the basilisk are surprised in the first round of combat and cannot avert their eyes to avoid the basilisk's *petrifying gaze*. At the end of the first round, the manticore notice the characters and join the combat as outlined above.

BASILISK



PART 3: RESTORATION

The far southern area of the zoo is home to the Visitor Center & Gift Shoppe and also serves as a work area for zoo employees. Behind the trapezoid shaped building, the earth slopes down towards the south zoo wall. Four foot tall wrought iron fences span the areas between the building and the entrance gates on the west and east sides. The fences each have a five foot wide gap in them where graveled paths leads down the hill behind the building. These gaps are signed "Staff Only Area" and are normally protected by the same type of invisible barrier as the zoo exhibits.

VISITOR CENTER

The interior of the visitor center building is usually magically lit, so it is now completely dark inside the building aside from any sunlight that comes in through the upper or lower level entrances. The ceilings on the main level are 20 feet high, compared to a cramped 8 feet on the lower level.

VI. VISITOR DISPLAYS

The main area of the visitor center features numerous freestanding informational kiosks and graphical displays. Large brass doors on the north wall open in from the zoo. The southwest portion of the area is divided by ceiling high panes of glass. A closed but unlocked door to the east leads to an office.

If the characters attempt to enter the building from the north:

Although the brass double doors to this building are unlocked, they give only a little when you attempt to push them open. Upon this movement they are abruptly pushed back shut.

The main entrance is currently barricaded from the inside by a large information kiosk that has been tipped on its side and is being guarded by our villian, **Remy Thurstan**, who now finds himself trapped after stealing the zoo's power crystal. The door can be pushed inward enough to gain entrance by a cumulative DC 30 Strength (Athletics) check by the party (allow the characters to add the results of their checks together).

If the characters shout out or otherwise give indication that they are not monsters, Remy will move the kiosk enough to allow entrance.

When Remy meets the characters, read:

A human guarding the entrance to the visitor center exclaims upon seeing you, "Oh, thank the gods! You've got to get me out of here! The monsters are loose!" His dark shaggy hair, sloppily worn baggy uniform, and palpable fear make him a pitiful sight.

If asked, Remy will introduce himself as "Gus Stanthur" and produce a story of having run to safety in the visitor center when he saw an owlbear wander outside of its restraints. The baggy uniform Remy wears is embroidered with the name "Gus" and conceals the studded leather armor he is wearing underneath. This uniform was stolen from a hapless zookeeper who Remy had charmed and is now locked in V7, passed out under the influence of a *sleep* spell.

Now that the characters have arrived, Remy is especially desperate to escape the zoo before his crimes are uncovered. He forcefully attempts to convince the characters to escort to him safety. If the characters instead head to the visitor center basement, he resists accompanying them, voicing concerns that there may be escaped monsters down there (although he is ignorant of the gricks in V6). A DC 18 Wisdom (Insight) check indicates that he's covering something up. If the players roleplay an interaction where he becomes increasingly insistent and nervous, reduce the DC to 13.

Since he won't engage in combat while outnumbered, Remy will accompany the characters if forced (no ability check required). However, he may take a calculated risk to escape if he is about to be found out.

A character actively searching the area will locate Remy's rapier hidden under an overturned kiosk near the door leading to V3. The zoo power crystal is in a rucksack on Remy's shoulder.

V2. GIFT SHOPPE

A glass walled gift shoppe occupies the southwestern portion of the main floor of this building. The brass doors on its east side are locked, but can be opened with the zoo master key or successful DC 10 check using thieves tools. A sales desk along the south wall contains a cashbox containing 2d12 gp of various coinage. It is unlocked, but warded with an *alarm* spell. If the correct command word is not spoken prior to opening the box, the alarm triggers and sprays blue ink in a 5 foot radius. The ink is magical and can only be removed by *lesser restoration* or similar magic. The ink will dissipate on its own after 10 days. On display in the gift shoppe is anything you could want as as souvenir - posters, hats, clothing, plush toys - most in the visage of owlbears or manticore.

V3. OFFICE

The office has doors to the north leading to a stairwell down (to V5), and south to a small closet (V4). Neither are locked. Two massive paintings, one of an owlbear roaring fiercely and the other a manticore taking flight, sit behind a luxurious oak desk set in front of the angled east wall. The desk doesn't contain anything useful, but is currently arrayed with correspondence between Amil and Volothamp Geddarm regarding the sad state of negotiations with bullywug tribalists in bringing a froghemoth to the zoo as the next underwater attraction.

V4. CLOSET

This closet is dominated by a coat rack stuffed with surplus uniforms, warm weather gear, and even a few mascot style costumes. At the back of the closet, affixed to the wall, is a metal box labeled *First Aid*. The box contains a full *healers kit*, three *potions of healing*, a *scroll of revivify* (PHB 272), and a vial hand labeled "B. Gullet Oil". On a successful DC 15 Wisdom (Nature, Medicine, or Survival) check a character can ascertain that this oil restores a creature who has been turned to stone (see **basilisk** MM 24). The vial contains enough oil for 3 applications.

REMY THURSTAN

Medium humanoid (human), chaotic neutral

Armor Class 14 (studded leather)

Hit Points 38 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	13 (+1)	8 (-1)	14 (+2)

Saving Throws Dex +5, Int +4

Skills Slight of Hand +5, Deception +5, Persuasion +5

Senses passive Perception 9

Languages Common, Halfling, Sylvan

Challenge 4 (1100 XP)

Spellcasting. Remy is an arcane trickster that uses Intelligence as his spellcasting ability (spell save DC 13, +5 to hit with spell attacks. Remy has the following spells prepared:

Cantrips (at will): *light*, *mage hand*, *ray of frost*, *shocking grasp*
1st level (4 slots / 2 remaining): *charm person*, *disguise self*, *sleep*
2nd level (2 slots / none remain): *arcane lock*, *knock*

ACTIONS

Remy makes two attacks with his rapier, or one spell attack.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) necrotic damage.

Ray of Frost. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 8 (2d8) cold damage and the target's speed is reduced by 10 feet until the start of Remy's next turn.

Shocking Grasp. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d8) lightning damage. This attack is made at advantage if the target is wearing metal armor.

ROLEPLAYING INFORMATION

The "mastermind" of this operation, Remy Thurstan planned the heist right up until the "getaway" part. He now finds himself trapped for fear of the zoo creatures. His hopes for fame and esteem among his peers is nearly as great as his expectation of profit.

Ideal: "The more rich I become, the more renowned I will become, the more rich I will become."

Bond: "Small potatoes aren't worth bothering with once you've seen the big one."

Flaw: "I never seem to think things through past the part where I get what I want."

V5. BASEMENT CORRIDOR

This long hallway also serves as a clerical area for zoo business. A writing desk in the southeast corner is scattered with papers detailing staff schedules and other mundane zoo business. Most of the north wall of the hallway is filled with ceiling high wooden shelving containing box after box of similar paperwork. A character investigating the shelving with a successful DC 20 Wisdom (Perception) check will find a *scroll of hold monster* (PHB 251) at the top of a box holding documents from the zoo expansion. If the characters are doing more than a cursory search of boxes, allow them to make the check at advantage. A door at the end of the hallway to the west leads to another hallway (V8). A sign on that door reads “WARNING: High Magic Area. Authorized Personnel Only,” but the door does not have a lock. The door on the south wall leads to a large utility room (V6).

V6. BASEMENT UTILITY

This room is used primarily as storage for landscaping equipment. A closed but unlocked door at the far north of the room connects to a hallway (V5). The double doors to the south lead outside behind the visitor center (V10) and are currently a few inches ajar allowing daylight to stream in, illuminating the western half of the room with dim light. Wheelbarrows, carts, and various hand tools are arranged neatly around the room. Unless the characters entered the zoo via the west gate as outlined in part 2 of the adventure, the two **gricks** (MM 173) that had escaped their habitat in the western area of the zoo are lurking in the shadows on the east side of the room. The door to the northeast leading to V7 has no physical lock, but is currently being held fast by an *arcane lock* (PHB 215) spell. If it seems as though the characters are about to open the door to V7, Remy attempts to flee out of the door to the south to V10.

V7. MAGICALLY LOCKED CLOSET

This large closet is dedicated to the storage of an abundance of zoo signage, as well as few informational kiosks like those on display in V1. An overweight zookeeper wearing only his undergarments and socks named Gus Anderson (NG human male commoner) is sound asleep on the floor in the northeast corner. He can be roused physically in a manner such as shaking, but even a loud noise is unlikely wake him from his slumber. If the characters speak with him he will nervously claim that the last thing he remembers is a dark haired man walking into the visitor center. A successful DC 10 Wisdom (Insight) check reveals that he is concealing the full story out of embarrassment and fear of losing his job. Gus was charmed by Remy Thurston and led the villain to the power crystal in V9 before being magically put to sleep and locked in the closet. If pressed, Remy breaks down in tears and tells the characters everything he knows if they make a successful DC 10 Charisma (Persuasion) or DC 5 Charisma (Intimidation) check.



GRICK

V8. MAGIC ACCESS

This hallway is a small museum unto itself, with the east and west walls lined with technical diagrams, blueprints, and portraits of the dignitaries and magicians responsible for construction of the modern zoo. A heavily fortified iron door stands at the south end of the long hall. It is protected by an intricate lock (DC 20 to pick with thieves tools) that can be opened by the master key granted by Amil Andler. Remy Thurston had previously gained entrance to V9 using a *knock* spell.

Since Remy removed the zoo power crystal in V9, its ongoing absence has allowed the **Spirit of Perythia Aldenber** to manifest. If a character bearing a *zoo power crystal* approaches, she moves incorporeally through the door to confront them in attempt to secure her freedom.

A shimmering translucent visage of a young girl appears before you and shouts "No! Let the manticore devour villages! I will not be placed back in that crystal cage!"

Perythia attempts to persuade the characters to let her spirit rest. If any character attempts to open the door to V9 while a member of the party possesses a zoo power crystal, she attacks. She is not bloodthirsty, allowing the characters to easily retreat. If reduced to 0 hp, she persists as a ghostly figure who can take no actions, but continues to angrily berate the characters for their actions so long as they remain in V8 or V9.

The Spirit of Perythia Aldenber

The magic of the zoo does not originate from the zoo power crystal, it is merely focused by it. The true source of power is the soul of the zoo's namesake, Perythia Aldenber. Dead to a tragic illness at age 12, She lay in rest until the zoo expansion. The back of the zoo where the visitor center is located butts up against the graveyard (in Waterdeep, the City of the Dead) in which she was buried. Her uncle, Lord Aldenber, naively agreed that in the new zoo "she will live on forever," and the power of her essence was focused through the crystal as the source of the zoo's magic.

With the crystal removed, it took only a short time for her spirit to manifest on the material plane. If not refocused by the crystal, she will complete her journey to eternal rest.

Perythia doesn't know how long she will remain on the material plane in spirit form before passing on to the

afterlife, but she can feel its draw growing stronger by the moment. Part 4 of the adventure outlines the circumstances under which she escapes to the afterlife.

Use the physical description and stat block for wraith (MM 302), except the Spirit of Perythia Aldenber is neutral good and any specters she creates return to their normal form in stable condition if she is reduced to 0 hit points or her spirit leaves the material plane.

V9. ZOO POWER

The center of this small room is occupied by a pedestal etched of glyphs and runes. It's obvious that this pedestal houses the zoo power crystal.

A cabinet on the east wall of the room contains tools used in the construction and maintenance of magical artifacts, as well as two additional power crystals overlooked by Remy in his pillaging. Although they possess magical properties and would be worth 300 gp to the right buyer, they do not on their own power the zoo's magic.

If a power crystal is placed on the pedestal while the Spirit of Perythia Aldenber remains on the material plane, it begins to glow in a soft pulse as the apparition is slowly sucked into it all the while wailing in agony. Further deep whirring and soft booming sounds indicate that the magical infrastructure throughout the zoo is being restored.

UNDEATH HASN'T
BEEN KIND TO
PERYTHIA ALDENBER



V10. VISITOR CENTER REAR

See M6 “Entering via the West Gate” for more information about **Maya Pashren**. If the characters started at the main entrance and traversed the zoo rather than entering through the west gate, they find the female halfling in zookeeper uniform lying dead and half eaten just outside the rear entrance to the visitor center lower level, the door which stands slightly ajar. Her remaining exposed flesh is covered in small, round, evenly spaced purple bruises. The removed flesh is severed in triangular bite marks. She was killed and dragged to this spot by the pair of gricks hiding in V6. If the characters search her body they will find the *scroll of hold monster* (PHB 251) tucked in an inside pocket of her vest.



SER RAYMOND JACE

PART 4: AFTERMATH

By the time the characters leave the visitor center, reinforcements in the form of four members of the City Watch (**veterans** MM 350) lead by Lord Aldenber’s personal guard, **Ser Raymond Jace** (**knight** MM 347) have arrived.

Ser Raymond and the city watch entered through the zoo’s main entrance and proceeded along the western route towards the visitor center. Any zoo creature along this route (i.e. bears, apes, rhinos, owlbears) not killed by the characters have been subdued and restrained in nets.

If Remy Thurston was not detained by the characters, he left the visitor center as soon as the monster threat was abated. Ser Raymond, believing Remy to be zookeeper Gus, allowed the thief to abscond from the zoo with his prize.

Shouldn’t Have Stopped To Thieve

If a character is covered in blue ink from triggering the trapped cashbox in the gift shoppe (visitor center V2) they are arrested for theft in addition to any other charges the party may or may not evade.

MISSION ACCOMPLISHED?

If the zoo’s power has been restored, a jovial Ser Raymond congratulates the characters heartily and offers to escort them to Lord Aldenber’s manor to be personally rewarded.

If the characters turn over Remy Thurston and evidence of his guilt (e.g. the testimony of Gus Anderson or Remy’s possession of the pilfered power crystal), the City Watch takes Remy into custody and the characters receive an additional reward.

TAKE ‘EM AWAY, BOYS

If the characters allowed Perythia to remain free and the zoo’s power has not been restored, Ser Raymond assumes that they are responsible for the attack on the zoo and orders them arrested.

We Got the Perp. If the characters can produce Remy and evidence that he is the guilty party, Ser Raymond apologizes to the characters for the misunderstanding and congratulates them on apprehending the criminal.

Exculpatory Evidence. Even if Remy managed to escape, the testimony of Gus Anderson is enough to convince Ser Raymond of the characters' innocence. If Gus isn't with the characters but they bring him up in their defense, Ser Raymond will send his men to fetch him. If for some reason Gus can't back the characters up, they might still be able to talk their way out of things. If their story is plausible, Ser Raymond will bring them along into the visitor center as he investigates.

Surrender. If the characters are arrested and go willingly, Amil Andler protests loudly as they are marched through the main zoo entrance. The characters are still taken to jail, but Amil shouts after them that he will testify to their innocence. The characters are released later that evening cleared of all charges.

Fight or Flight. The characters may choose to resist arrest by engaging in combat, running away, or both.

Ser Raymond is honor bound to fight to the death, and while he is alive the members of the City Watch don't dare do otherwise. If Ser Raymond is killed, they flee for their lives. If the characters are defeated they awaken in a dungeon hours later, stable with 1 HP, awaiting execution.

If at any point the characters under arrest attempt to flee, a chase will ensue. The rules for a chase are on page 252 of the *Dungeon Master's Guide*. If caught, the characters' guilt is assumed and their punishment especially severe.

In the event the characters successfully evade arrest, they remain wanted criminals in the city.

DUTY CALLS

Ser Raymond's objective is to restore the zoo's power, and he intends to do so.

After speaking with Amil Andler he knows that a power crystal must be placed on the pedestal in V9, and he knows that there are at least four crystals available to him: the original, two backups in V9, and one that Amil gave to the helpful adventurers who were first on the scene. When Ser Raymond learns of the Spirit of Perythia Aldenber, he assumes that it is a trick, not the Lord's late niece. He will fight the wraith until it is defeated and then place a crystal on the pedestal, restoring the zoo's magic.

RESCUING THE SPIRIT OF PERYTHIA ALDENBER

Now that Ser Raymond and his men have arrived, The Spirit of Perythia Aldenber is close to moving on to the afterlife and will do so unless Ser Raymond defeats her and traps her soul in the power crystal.

If she escapes, placing a power crystal on the pedestal does nothing and restoring the zoo's power is beyond the ability of the characters or Ser Raymond and his men.

There are a number of ways the characters might attempt to intervene:

Force. The characters could engage Ser Raymond and his men in combat in attempt to allow Perythia time to escape the material plane. After six rounds of combat she is able to do so. The consequences of fighting Ser Raymond and his men are outlined above.

A Lack of Resources. Ser Raymond isn't in possession of the power crystal he needs, although he knows where to get one. If the two backups in V9, the crystal stolen by Remy, and the one given to the characters by Amil Andler are somehow withheld for Ser Raymond, Perythia will have time to escape to the afterlife.

Ser Raymond knows the characters were in possession of at least one power crystal. He will go so far as to threaten execution of a character (a threat he is willing follow through on) if they refuse to hand it over.

Stalling. The characters might attempt to filibuster or lead Ser Raymond away from his goal. If Ser Raymond isn't hostile to the characters, they can delay him with a successful DC 15 Charisma (Persuasion) check. If the characters give him a good reason to take some time consuming action (e.g. searching a different area in the visitor center) the check can be made at advantage.

If the characters take this approach, 3 successful skill checks delaying Ser Raymond before he encounters Perythia in V8 give her enough time to escape the material plane.

Persuasion. Ser Raymond isn't a decision maker; he follows orders. Even a silver tongued character is unlikely to change his mind, requiring a DC 30 Charisma (Persuasion) check. If another character helps make the argument the check is made at advantage.

The characters might try to convince Ser Raymond that Lord Aldenber would be furious if he did anything to harm Perythia. Although he is sure the apparition is a hoax, he is slightly worried about risking his own standing with the lord. If the characters take this approach a DC 25 Charisma (Intimidation) check is required instead.

In either case, if the characters fail one check Ser Raymond is resolute and nothing further can persuade him.

PERYTHIA'S SOUL RECAPTURED

Unless the characters manage to stop him, Ser Raymond will enter V8 and defeat The Spirit of Perythia Aldenber in combat. He then places a power crystal onto the pedestal in V9, trapping Perythia's soul and restoring the zoo's magic.

Distraction or hoax created by the perpetrator of the crime against the zoo or not, Ser Raymond will report all the details regarding the appearance of a spirit claiming to be the late Perythia Aldenber to Lord Hormance Aldenber. If the characters are in good standing with Ser Raymond and ask to speak to Lord Alderber, he allows them to accompany him to court.

Although skeptical (and horrified by the possible truth of his beloved niece being tortured), Lord Aldenber will investigate, eventually closing the zoo and laying Perythia's soul to eternal rest. Rewards

Depending on the outcome of the adventure, the characters may earn the following rewards:

CHARACTERS RESTORED ZOO POWER

If the characters (not Ser Raymond) restored the zoo's power:

- Lord Aldenber awards each character 50 gp.
- Amil Andler allows the characters to keep the *druid wand* (Otherwise Ser Raymond removes it from their possession and returns it to the zoo).

- Additionally, if the characters didn't kill any of the zoo creatures (or can provide adequate justification for having done so) Amil also gives the characters a token of personal appreciation: a marble elephant, a *figurine of wondrous power* (DMG 169-170).

- If the characters embarked on this mission at the behest of a faction, each character belonging to that faction gains 2 renown.

PERYTHIA ALDENBER ESCAPES

If the characters prevented a zoo power crystal trapping the Spirit of Perythia Aldendber, she instead moves on to the afterlife.

That night she appears to each character who did not engage her in combat and bestows upon them a *charm of animal conjuring* (DMG 228, PHB 225). She admits remorse over what may come of the zoo, its animals, and any consequence of their escape, but she is eternally grateful to the characters for freeing her.

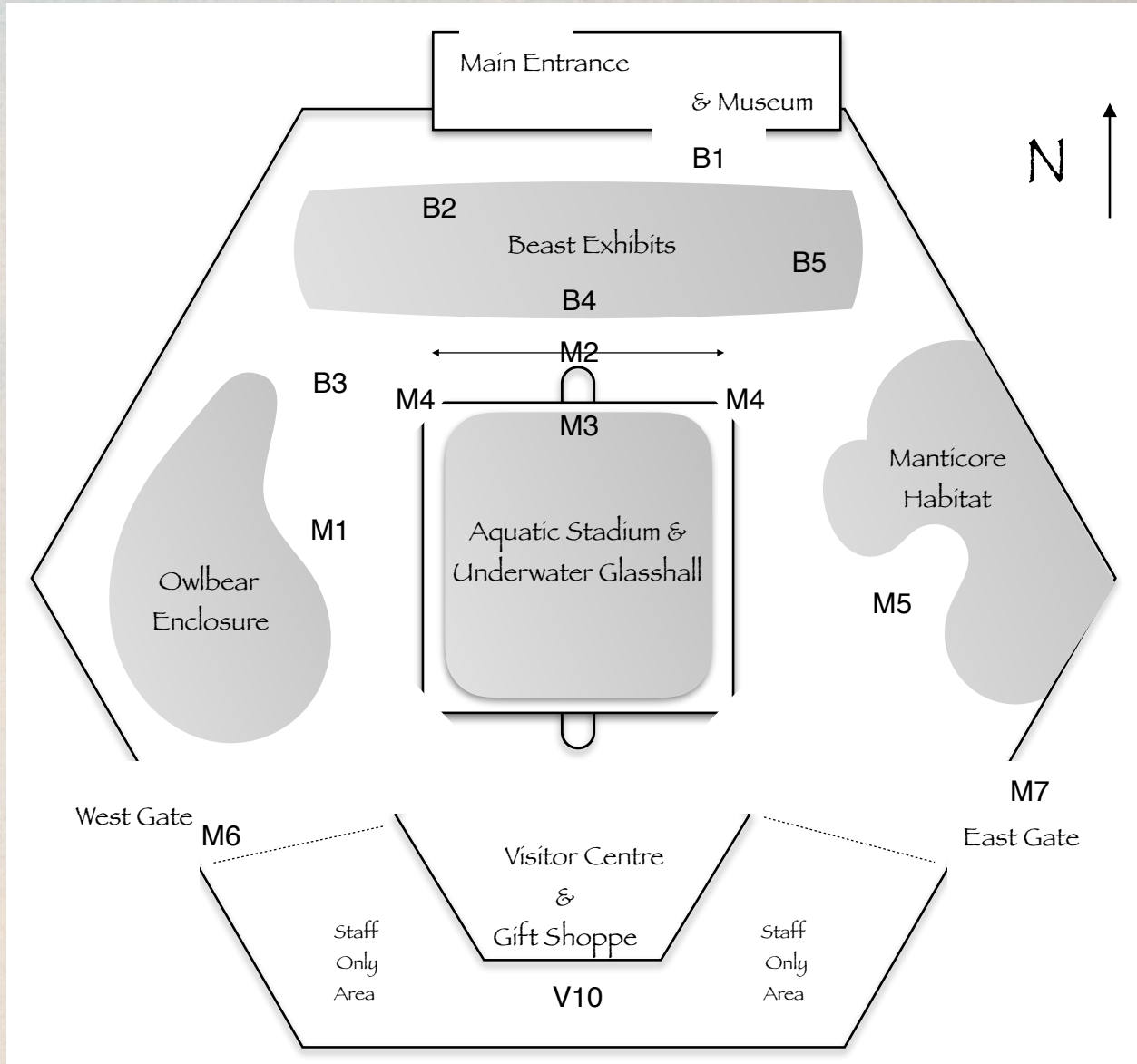
REMY THURSTAN CAPTURED

If Remy Thurstan is brought to justice, the local authorities pay the party a 200 gp reward.

REMY THURSTAN BROUGHT TO JUSTICE

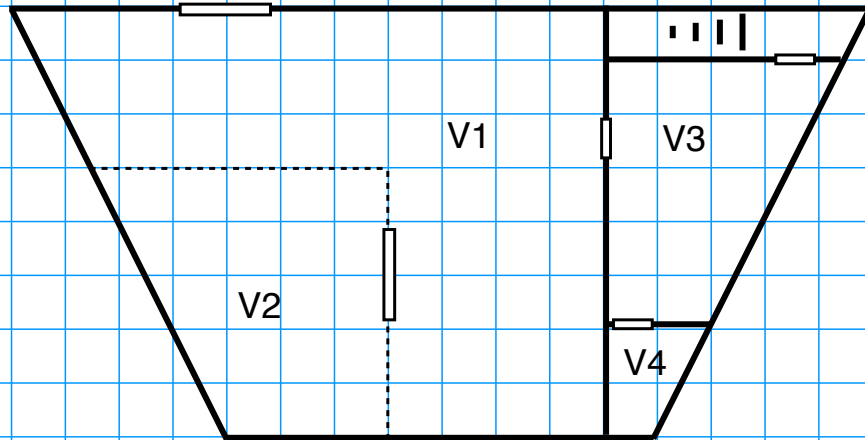


DM MAP - ZOO

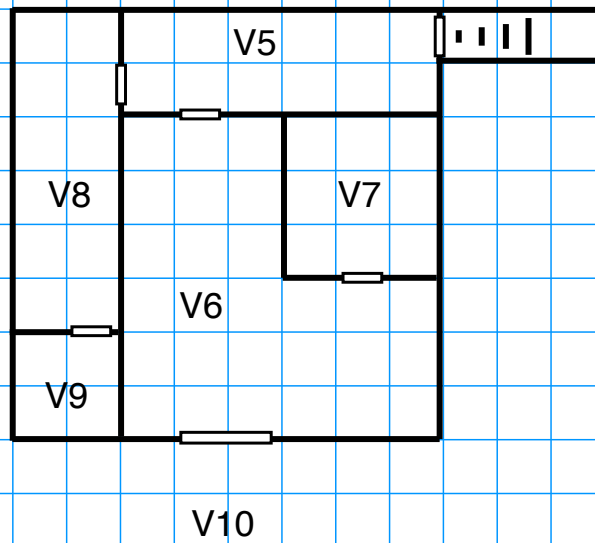


DM MAP - VISITOR CENTER

Main Level



Lower Level



Scale: 1  = 5 feet

Adorable Beasts, Amazing Monstrosities

In addition to the beast collection of the Old Zoo, PAMZ now features two permanent Monstrosity Exhibits.

The **Owlbear Enclosure** near the west zoo entrance houses the only known owlbear mating pair in captivity. Feedings at noon daily.

The eastern side of the zoo is home to the **Manticore Habitat**. Gaze to the sky to witness one of our Pride take flight.

View Creatures of the Sea, From Above and Below

Our **Aquatic Stadium** features the largest sea water holding tank in the region, and thanks to the magic in our **Underwater Glasshall** you can observe monsters of the sea from below as well as above! Attraction changes quarterly. Stadium seats 200. Shows at 10am, 2pm, and 6pm.

General stadium admission included, first come first serve. Reservations required for Glasshall access during showtimes.

Now Showing:

CHULL

Watch as this relic from the aboleth era devours a different barnyard animal at each showtime feeding. Be amazed as their giant claws grapple and tentacles poison their prey. Show includes demonstration of chull's magic sensing prowess courtesy Silver Strand Wizarding Club.

About your Zoo

Hormance Aldenber's Vision

PAMZ was founded nearly four score years ago by the late Lord Hormance Aldenber in honor of his beloved niece. Perythia Aldenber enjoyed a keen love of nature and its creatures, and after her untimely demise due to childhood illness Lord Hormance dedicated land and endowment establishing the regions first and only capture of interesting creatures for the enjoyment of children of all ages.

A Modern Marvel

As we approach the fifteenth anniversary of the zoo's grand expansion, PAMZ remains a testament to modern magic and engineering. With the addition of castle style walls, realistic reconstruction of natural habitat, and powerful magics, this zoo offers more than the run of the mill bestiary! Thanks to the cooperation of Wizards throughout the region, our zoo offers the unprecedented experience of walking amongst amazing and terrifying creatures without visual impediment. Although the experience can be frightening, rest assured that our state of the art magical wards and restraints provide complete visitor safety.

Please Be Considerate!

Do not attempt to feed the animals. Place all waste in the receptacles provided. Unlawful and unruly behavior will result in removal from the facility. No outside food or beverages permitted. PAMZ reserves the right to refuse service to anyone. All outside magic is prohibited without prior consent.

Perythia Aldenber Memorial Zoo



Perythia Aldenber Memorial Zoo

Admission

Adults : 2 silver

Children : 1 silver

Children age 5 and younger: free!

Family: 5 silver

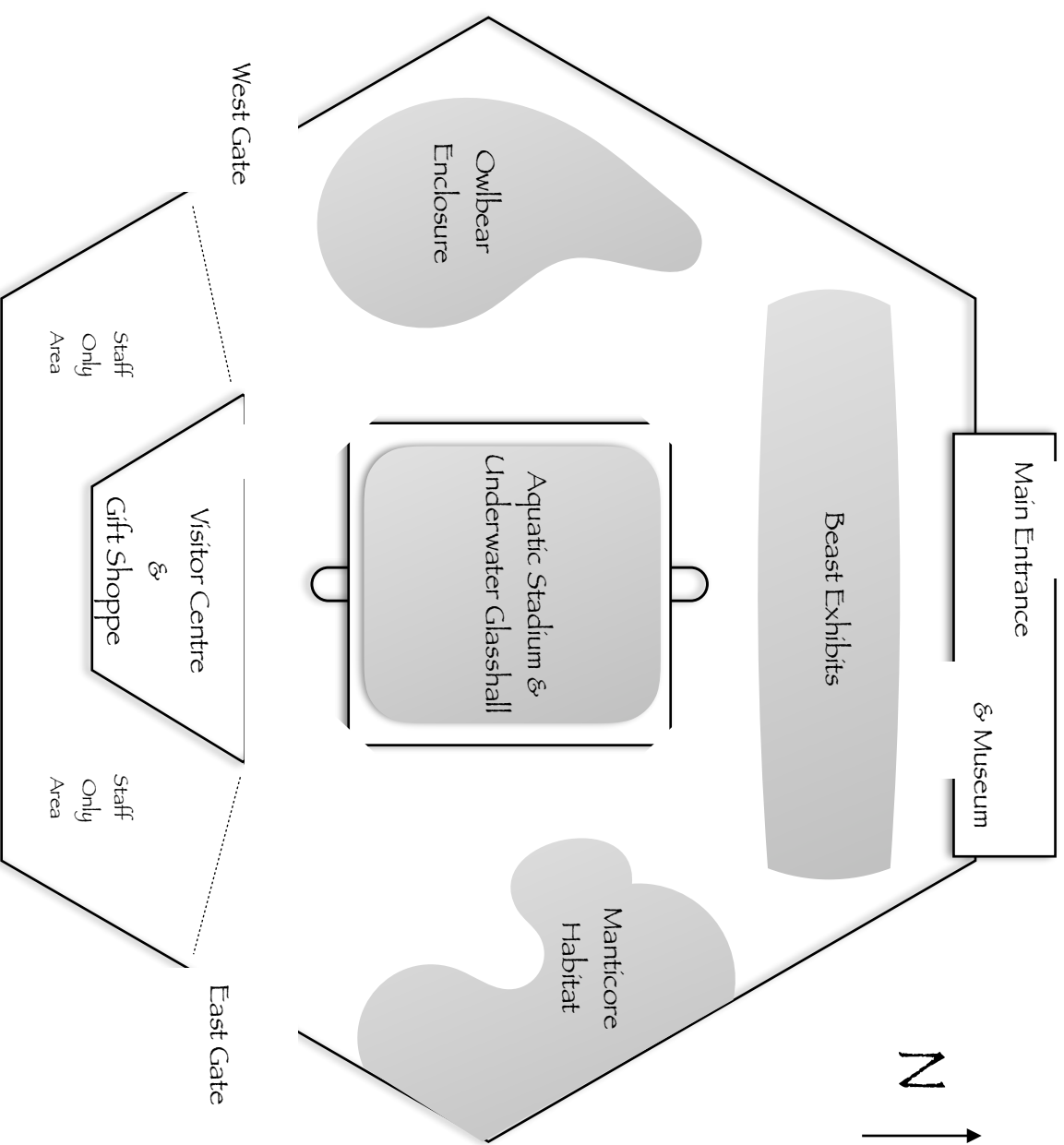
Annual Pass

Individual : 2 gold

Family : 3 gold

Children free with accompanying

adult annual pass holder



* Not to scale

Perythia Aldenber Memorial Zoo

Admission

Adults : 2 silver

Children : 1 silver

Children age 5 and younger: free!

Family: 5 silver

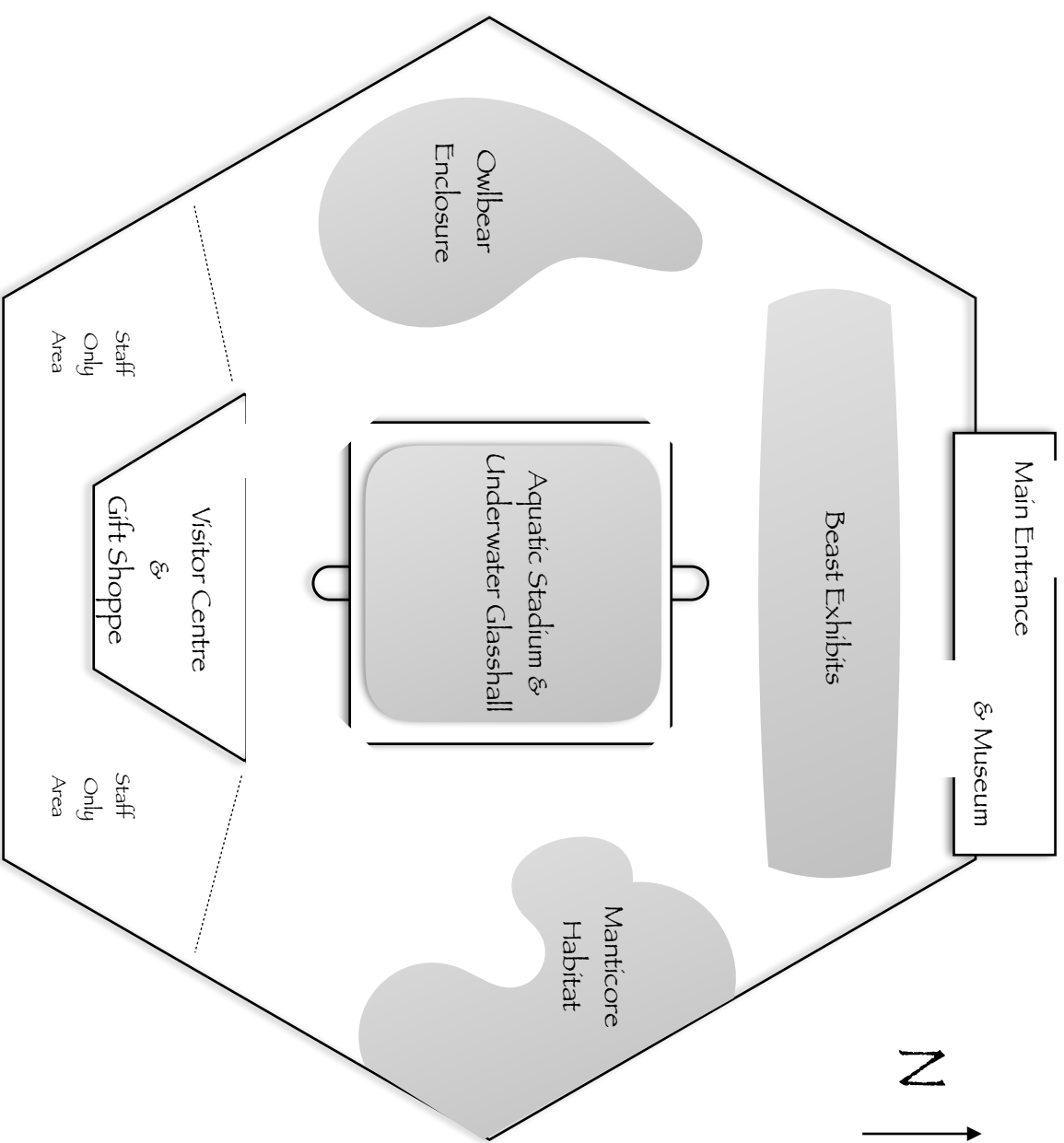
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